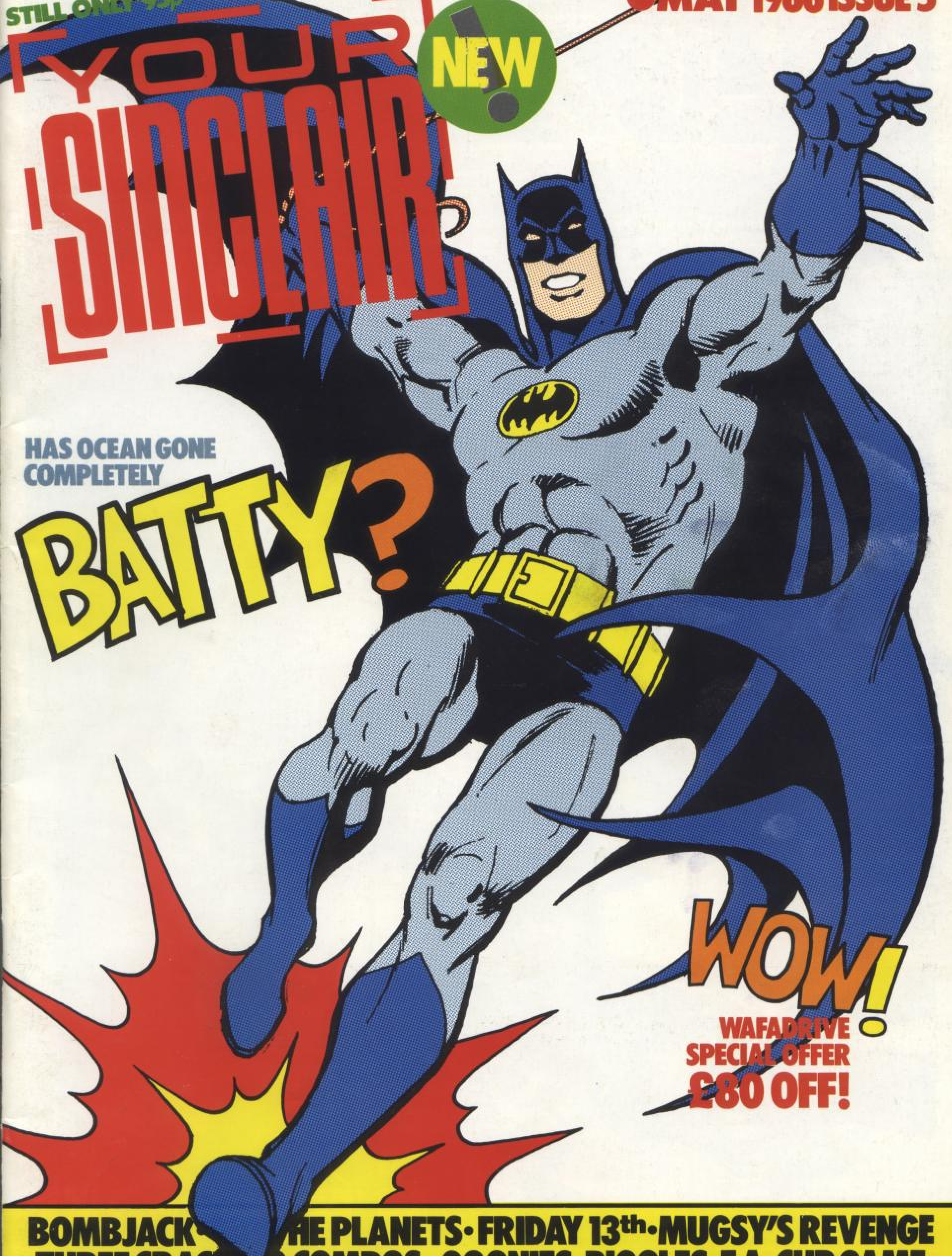
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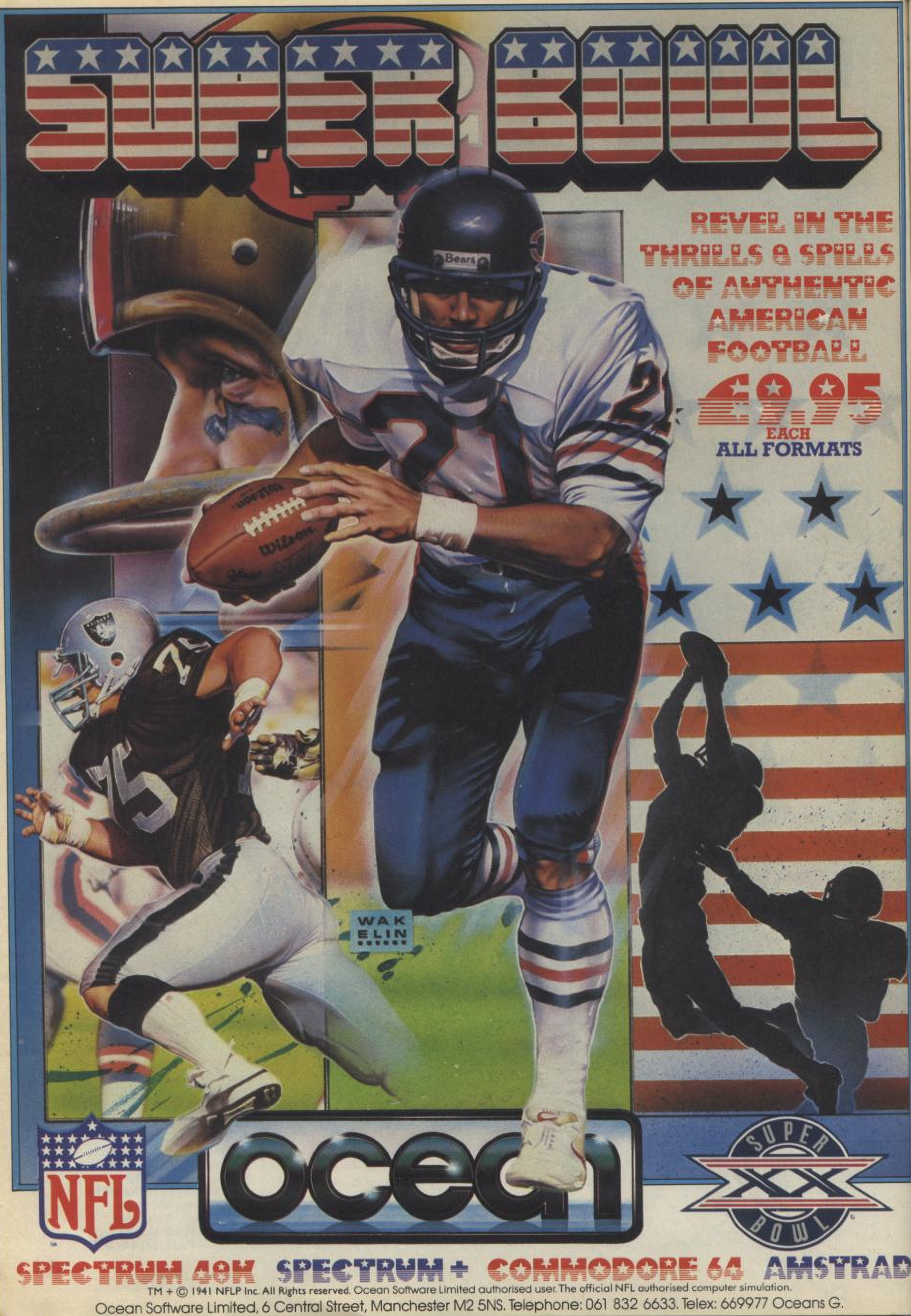
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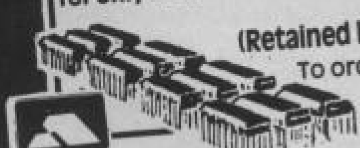
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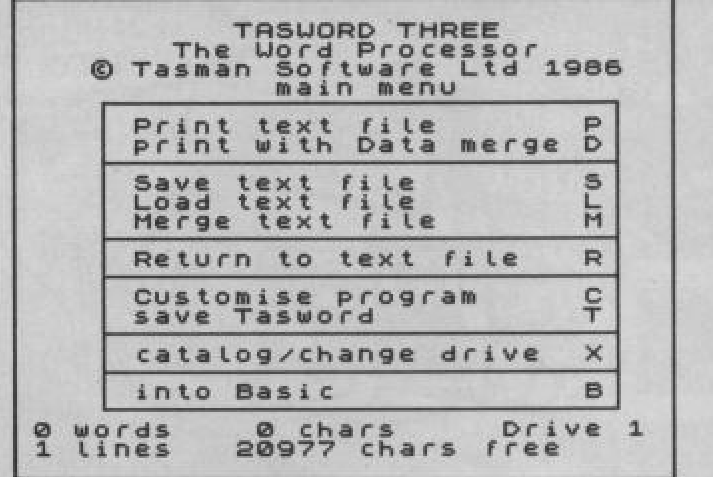

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| EPSON MX-80 TYPE III | COSMOS-80 | DATAC PANTHER II |

COMPACTA - bold and heavy, good for emphasis
DATA-RUN - A FUTURISTIC SCRIPT
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MEDIAN - a serious business-like script
PALACE SCRIPT - a distinctive flowing font

*TASPRINT output shown at less than half-size.*




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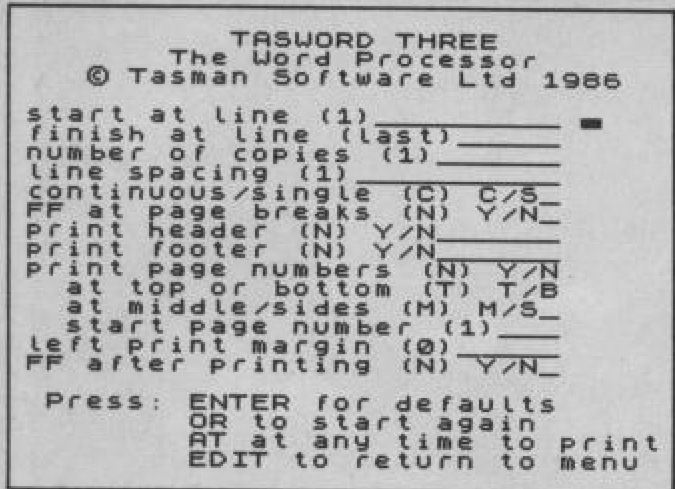
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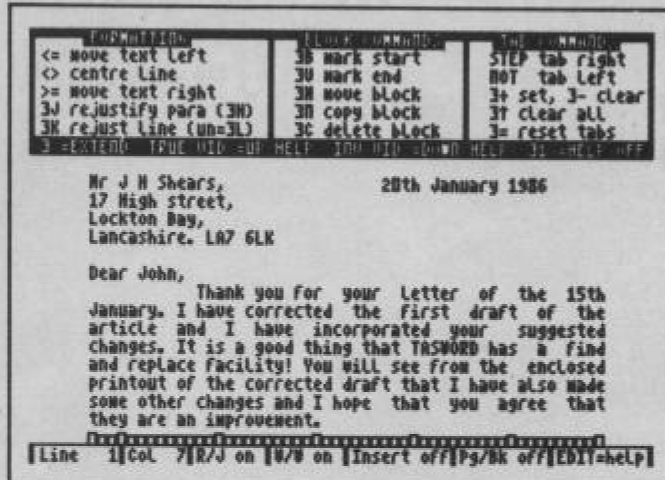
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# FRONTLINES




Eureka, as the Scotsman said to his smelly friend. But as well as a really bad joke *(What joke? Ed)*, Eureka is also the name of Domark's first product after the horrors of *Friday The 13th*. It's a medium resolution monitor with the option of using it in green screen mode. It also boasts a sound booster for your Speccy's beeps and then plays them through its own speaker. But the most interesting feature is its expand screen option. Now you can make yourself feel really sea sick by zooming in'n'out while you're playing a game. At under £250 we can even forgive 'em for importing it from France.




**Calling all *Fairlight* fans. Don't get too excited 'cos *Fairlight II — A Trail Of Darkness* isn't out yet. Soon but not yet. Just to give you a taster of the natty new graphics, here's a look at the title screen showing the spooky bit where you're out of the castle and out on your ear. But if you really can't wait and you own a 128, the expanded version of *Fairlight* with a new solution and extra rooms should be in the shops even sooner. Sooner but not yet...**



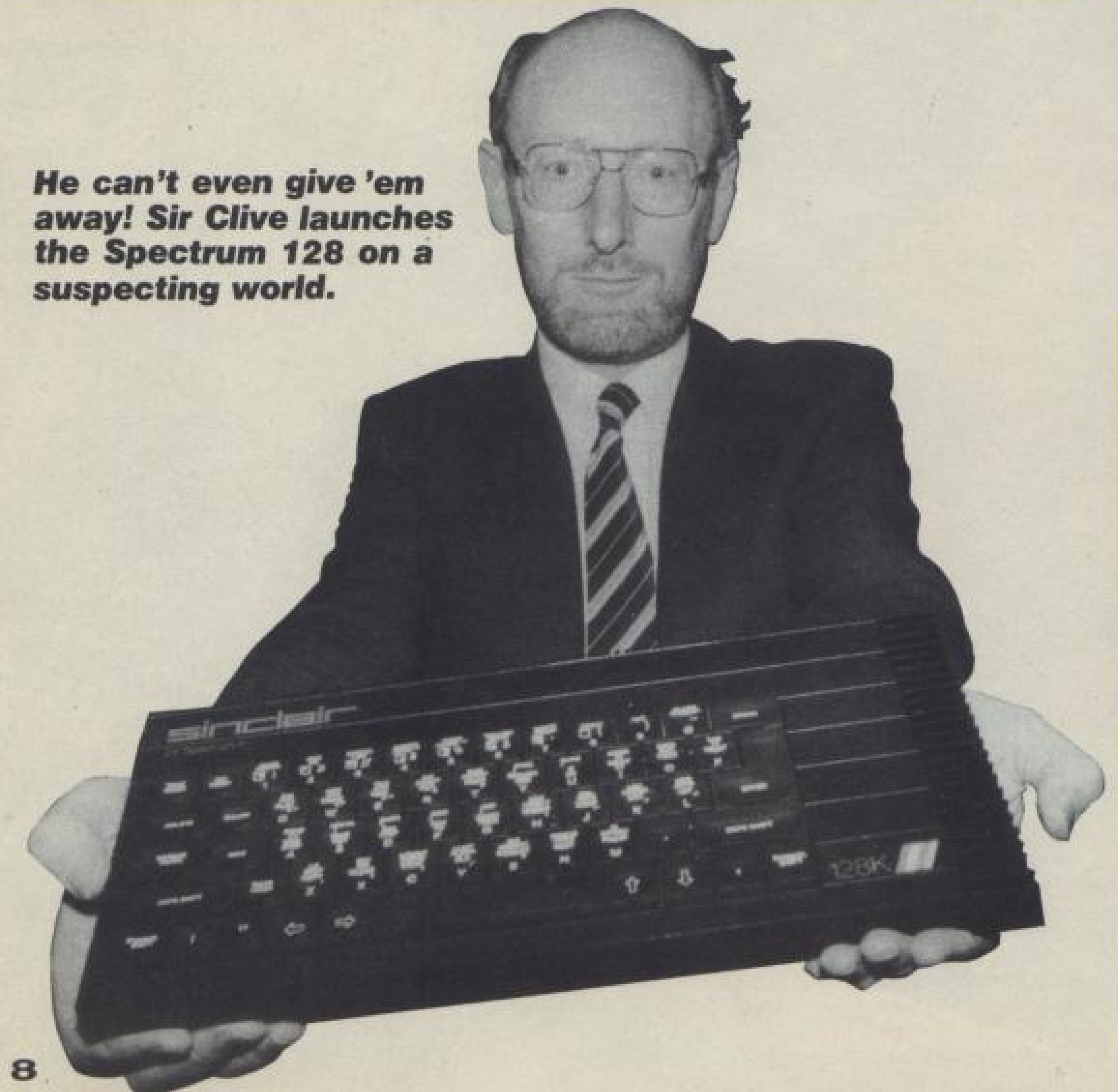

## 'SCRAZY!

*Mirrorsoft is going bananas and releasing megatons of games this month. Numero one is* Dr Blitzen And The Islands Of Arcanum, *an arcade/ adventure follow-up to* Dynamite Dan *— see pur-reety brillo, fab screenshot. Second is* Reflex, *a labyrinth of caverns game ...um... and there's the battle/flight simulator.* Strike Force Harrier *... er ... and scary ...* Nervous Wreck *— an underwater diving drama.*



## MURDER, MYSTERY, SUSPENSE!

**It's the strange case of the corpse at Castle Rathbone — has the Ed subbed his last? Better dead than Ed! Clues on page 25**

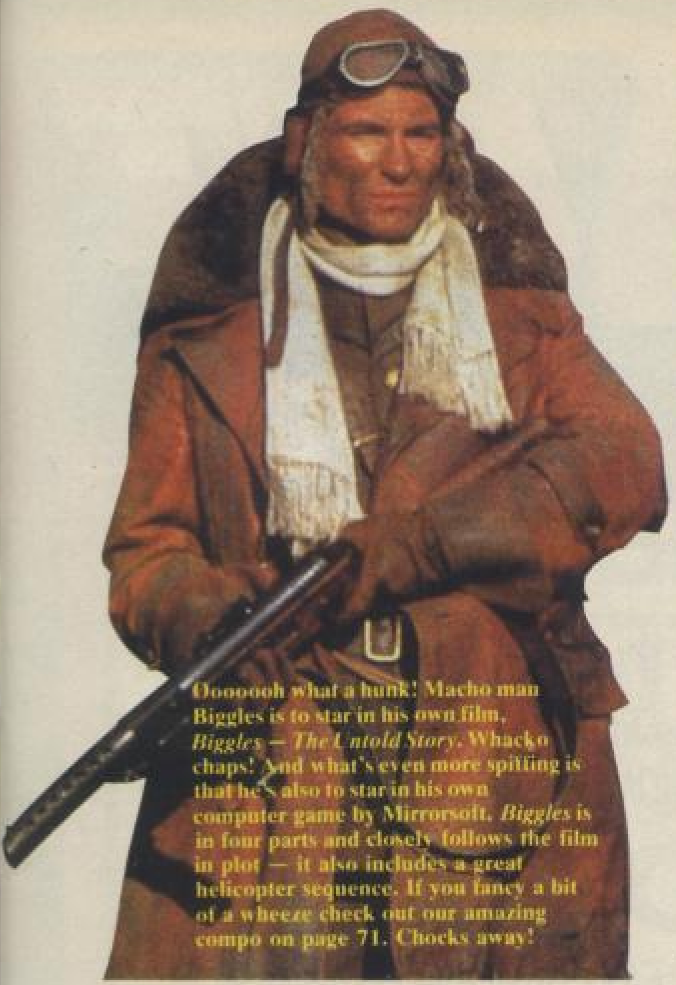



***He can't even give 'em away! Sir Clive launches the Spectrum 128 on a suspecting world.***

## W O W !




*Fourteen software houses have donated computer games to War On Want to raise money for development work in the Third World. The Speccy games include* Hunchback II *from Ocean, PSS's* Xaviour, *Imagine's classic* Pedro *and one from Jeff Minter called* Headbanger's Heaven *(Don't call us, Jeff!) If you want to have a lorra lorra fun and do someone a favour at the same time buy a copy of* Wow Games *for only £9.95 — that's just, calculator out, 71.071428p per game — a bargain. And by George (Galloway), just look at the fun the General Secretary of War On Want is having.*



Ooooooh what a hunk! Macho man Biggles is to star in his own film, *Biggles — The Untold Story*. Whacko chaps! And what's even more spiffing is that he's also to star in his own computer game by Mirrorsoft. *Biggles* is in four parts and closely follows the film in plot — it also includes a great helicopter sequence. If you fancy a bit of a wheeze check out our amazing compo on page 71. Chocks away!



● Hair by Toni ● Beards by Barry ● Models: Paul Norris and Rupert Bowater ● Opening a new software salon called Binary Vision following their breakaway from the Electronic Pencil Company of *Fourth Protocol* and *Zoids* fame. Games designers by appointment to the Palace (Software). First collection to be launched at the PCW Show in September...

## APRIL FOOL!

*Go on, admit it. You actually believed last issue's amazing 'only-a-real-drongo-would-fall-for-this' scoop review of Generation 4's Arcade Dream? Bet you feel a right plonker, eh? Just to make you feel less of a complete-and-utter-twit the first noodle to fall hook line and sinker works for a leading software house. For a small remuneration Frontlines may just be persuaded to reveal which one...*



## F A B 'N' G E A R !

**Last month, *YS* brought you the 'Do-it-yourself-and-look-a-right-wally' Trainspotter kit. Caused quite a stir down at King's Cross we can tell you. But we can't let the anorak and notebook brigade hog all the glam spots. So, for all the trendspotters rather than the trainspotters, prepare to be put in the picture about all that's hip in the Spectrum world. Dedicated followers of fashion will note that it's now ultra cool to have an old style Speccy. Rubber is definitely making a comeback this season. Some hipsters are *even* making a move to revive the 16K machine — here at *YS* we've dubbed them the Artificial Hips. And it's no good you trainspotters pointing out to the trendies that microdrives are an unreliable form of storage. You can talk till your spots drop off about Wafadrives and disks but Joe Cool's only interested in matching logos. Form not function is his motto. Stylish or what?**





*● Sinclair ZX Spectrum (no longer available in this format) ● Sinclair Microdrive and Interface 1 (£99.95) ● Microvitec Cub Monitor (£242.61) ● Romantic Robot's Multiface 1 (£39.95) ● Transform microdrive storage box (£5.95) ● AMX Mouse (£69.95 — Rainbird's Art Studio is tucked away in the piccy too) ● CGL Command Control Joystick (£27.95) ● Sony WM22 Walkman (£29.95) ● Sony Sports Headphones (£29.95) ● Grand Gorgon Zoid (£17.95) ● Hi-Tec Trainers (£22.95) ● Aiwa Stereo Radio Cassette Recorder W330 (£99.95) ● Casio FM Card Radio (£19.95) ● Marks and Spencer Pullover (£14.99) ● Designer Trousers (£18.99) ● Crappy cassette recorder found in Castle Rathbone (no value whatsoever) ● Your Spectrum Binders before they'd been artfully changed into Your Sinclair ones (a snip at £4.95) ● Plastic Pacman (99p from the Brighton Rock'n'Novelty Shop).*

# T'zers...

Gasp . Puff . I nearly didn't . pant . make it this . huff . month cos the train from Manchester . pant . to London was delayed . gasp . due to lemmings on the line. But what was I doing in Manchester, eh? Looking at Ocean's new kerpow-zap-sockit-to-em **Batman** game, that's what! And holy mackerel is it hot — have a look for yourself on page 60. Splat! Talking of jetting around the country — I've also been down to sunny Brighton to see a couple of Martech's programmers. And d'you know what they told me? Martech's Managing Director, David Martin found his programmers weren't open to persuasion when it came to digitizing bouncy Sam Fox. Sound a bit pervy to you? That's what I thought but it's actually all being done in the name of the new game **Sam Fox's Strip Poker**. Titter titter.

Interesting link, this. Domark having made a bit of a boob with **Friday 13th** is definitely producing a game based on the James Bond movie **Live And Let Die**. Boy racers Dominic and Mark are also in the throes of signing a few more licensing deals but they're keeping stumm on whether it'll be for another film.

Everyone's catching the licensing bug. Those complete-and-utter-nutters at Orpheus are hoping to secure another contract for a game based on a TV program. Other than that its converting a Commie 64 game (spit, spit) to the Spectrum (yipee) and it's called **The Web**.

And, guess what? Well, if you can't guess I'm certainly not going to tell you. Oh okay then I'll give you a clue. Elite . licensing deal, again . Arcade Classic . **Paper Boy**. Got it? Watch this space for more details.

Eh up flowers. Let's go t'pub wi' t' whippet an' ferret t'play Alligata's new game, **Pub Games**. It's got all the old favourites . darts, dominoes, table football, pool and pontoon. There's nowt quite like it.

If you've played **Back To Skool** you may well be wondering who Sam Cruise is. Who indeed. If there's no one else listening I can tell you **Contact Sam Cruise** is actually Microsphere's new 1940's style detective game and it promises to be big . schhhhh. And while we're on the subject did any of you

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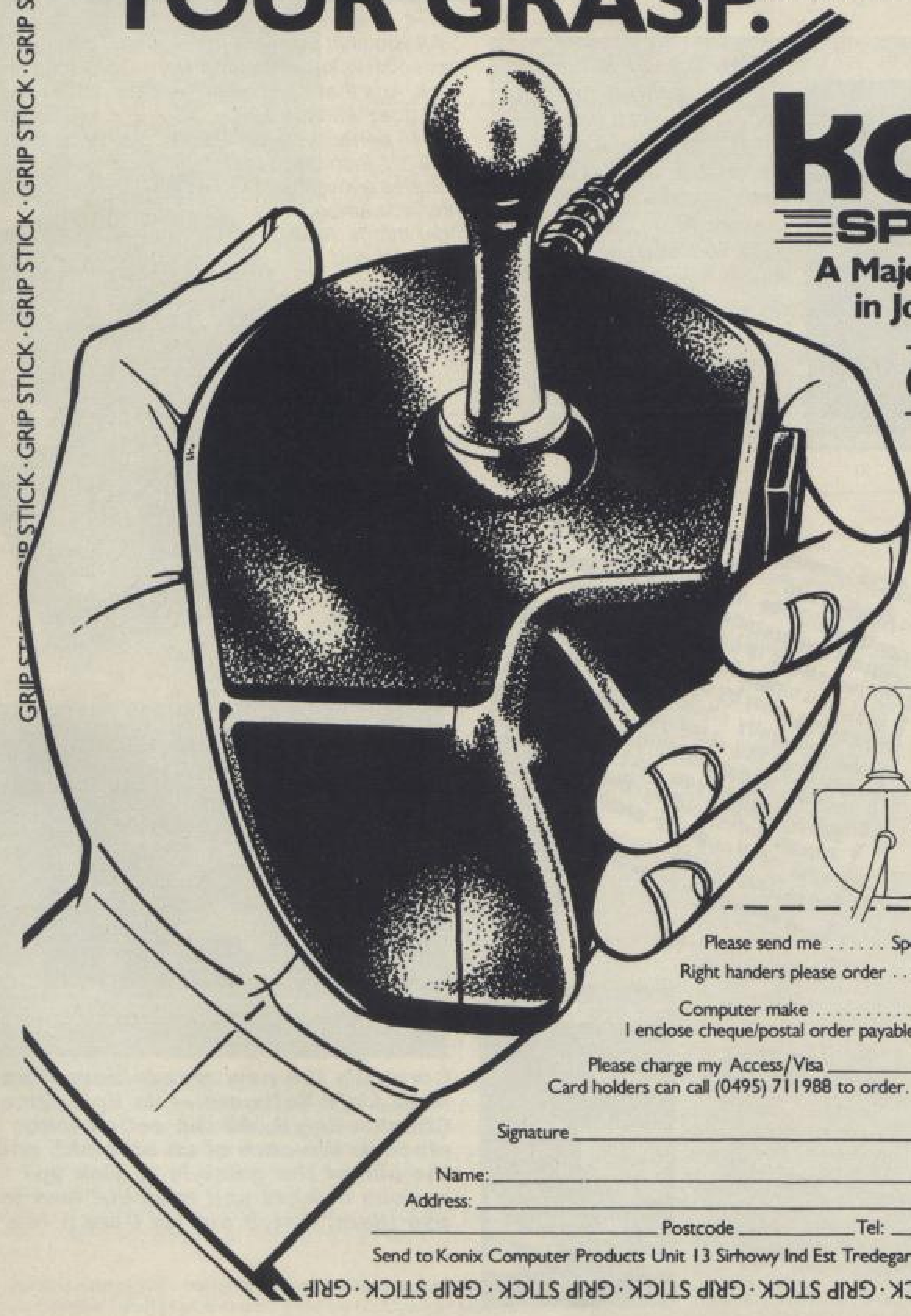
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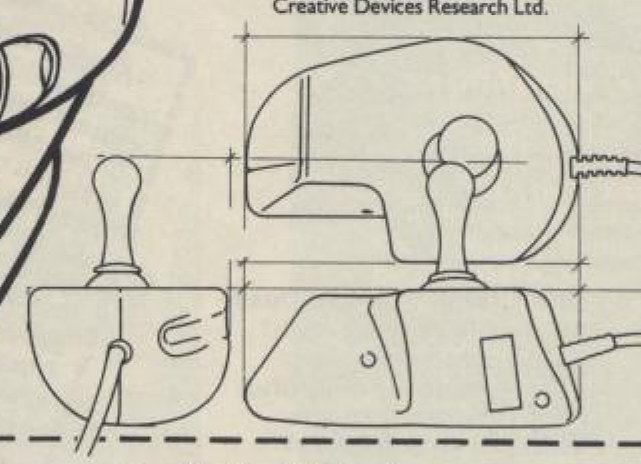
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# SPECTRUMS FROM AROUND THE WORLD

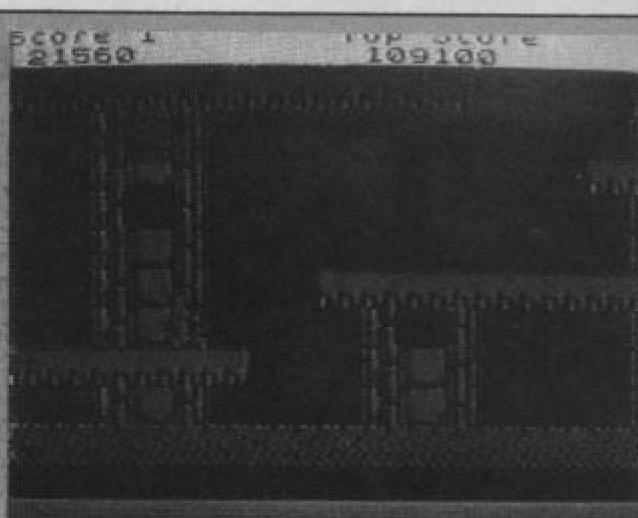
Number one in a series of one. Collect the set.

Bet you didn't know that the Brazilian Spectrum, the TK 90X from Microdigital is rather different from our own native machine. The NMI Rom error has been fixed and there is no dot crawl just like the 128.

It's also got two added instructions — Trace and UDG — and all the messages are in Portuguese. Technical note for Trainspotters: "Interface incorporado para joystick, de 4 poscoes de movimentacao."

*Someone had to eat it before the illustrator could draw it (see page 56). And Troub-leshootin' Pea-brain drew the short straw. We always said he was a bit of a whimpy!*






*Here you are in the Ice Palace... a shiver runs up your spine... is it the cold?... or is it... a... g-g-ghooooost. Elite's* Ghosts And Goblins *holds the answer. More details on page 56 and in next month's megagame review.*

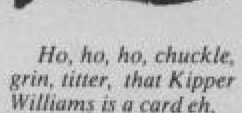
*All you latin scholars (amo, amas, amat) will immediately know that the word Opus means work. And that's just what the Opus Discovery now does with the 128 — work. For 149 librae and 49 denarii you get a 250K disk drive that uses 3 ½ inch disks and includes a joystick interface amongst other things. Now parse off and construct a sentence*

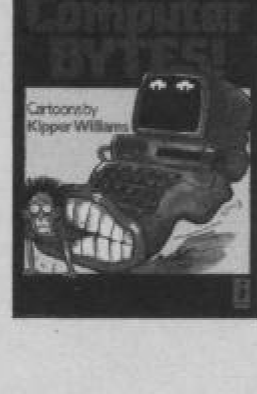


*using the words Opus, Spectrum and I, Claudius.*

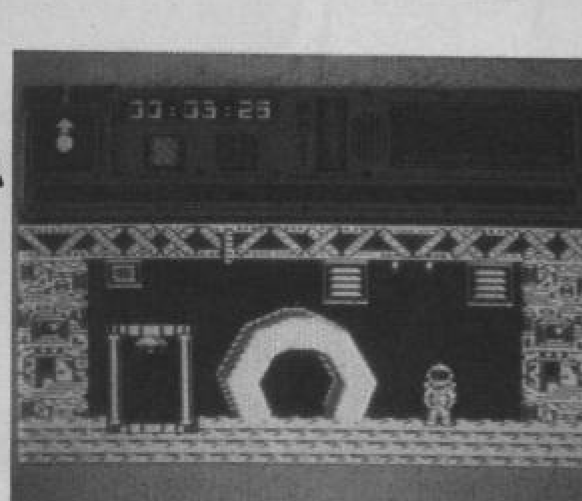
**Atten-shun! Ocean's latest contribution to world peace and mutual understanding between the superpowers is called Green Beret. In it, you single-handedly take on an invading army by stabbing, shooting and generally sticking a rocket up 'em — all the skills you acquired in Rambo. Understanding between the superpowers, you ask? Hats off to Ocean for avoiding the American title of Konami's arcade original, Russian Attack!**

***Don't think you can doze off just 'cos it's Knight Tyme, Mad Game's follow-up to Spellbound. Fast forward into the 25th century to meet our old mate, the Magic Knight aboard his starship. Take a walk around the 50 rooms and 49 planets, rub shoulders with 16 different characters and choose from 50 objects. And you'll still only have to cough up £2.99. Zzzzzzzzzzzappeeeee!***






*Ho, ho, ho, chuckle, grin, titter, that Kipper Williams is a card eh, snigger, ha ha, ner, snort, £1.95, raucous laughter, tut, rollick, tee-hee, chortle, HA!, smirk, giggle, hoot.*



**Core! *It's the new arcade/adventure from A'n'F Software — its first since* Chuckie Egg II. *All the action takes place in the core of an asteroid, and the aim of the game is to pick up various objects and suss out how to use them. Watch out for* Core II *too.***

# FRONTLINES




Oh lawks what a card! Those chaps at Cumana have just launched a revolutionary new memory storage system — the Astron Integrated Circuit Card. But what's really interesting about this credit card type device are the rumours that Sinclair will be adopting the Astron storage system rather than disks on its Pandora portable promised for later this year. That'll do nicely, Sir!

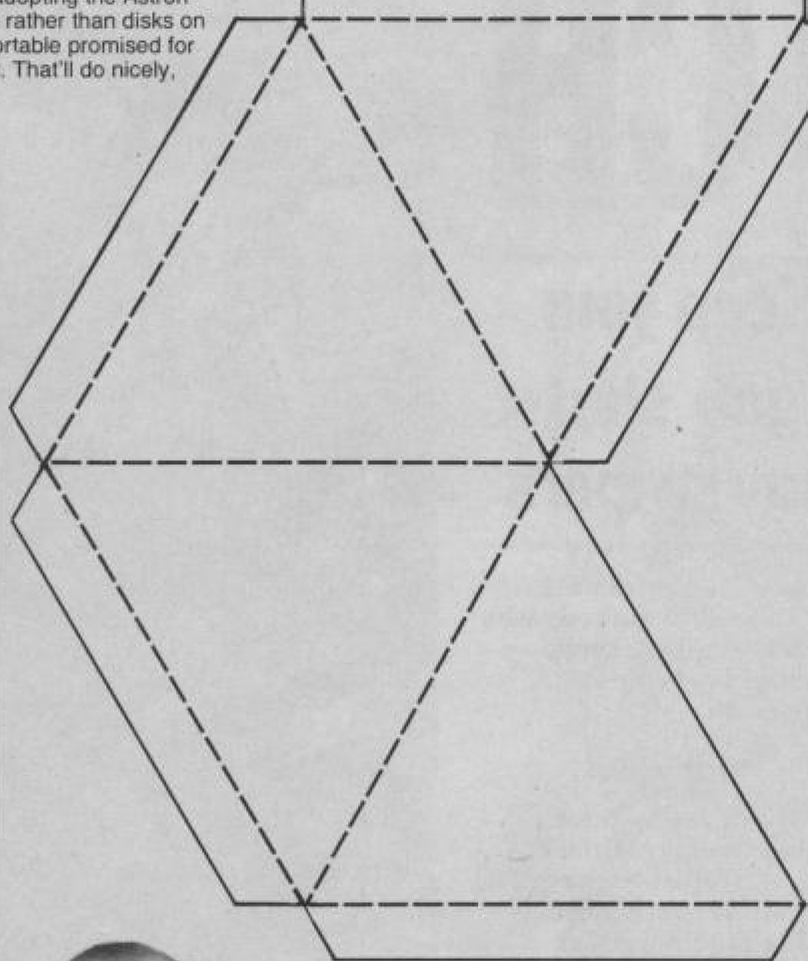
You can't go far wrong with Frontlines. Look what we've got for you this month. An easy-peasy-do-it-yourself-patent-microdrive kit! Wave goodbye to messing about with cartridge doctor programs or carefully rethreading that cartridge you accidentally opened. Build our revolutionary repair unit based on ancient Egyptian computer technology and it'll automatically recover duff files, cure bad sectors and improve access time!

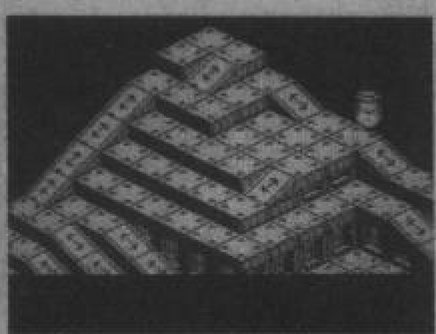
All you've got to do is cut out the shape below and stick it to a piece of stiff black card.

Simply place your faulty microdrive under the special repair unit and leave it overnight. Next morning the tape'll work like magic.

No peeking, mind you...

**Cut ——— Fold – – – –**





Worrisgoin'on? Not content with calling its latest arcade/strategy game by the completelyunpronounceablename of *Ziggurat*, Hewson's now decided to change it to the evenmorecompletelyunpronounceable name of *Quazatron* — sounds like an ever-so sickly fizzy drink to us. It's all set in the future on the subterranean city of Quazatron where you control a Meknotech robot who has to grapple with battle droids, service robots and repair mobiles. And just look at your range of weapons — including ram thrusters would ewe believe.



The following words may not appear in this story by strict order of the Editor: PEEK, POKE, knockers, tips, a nice pair, top deck, well stacked, wah-hay!

Martech's taking a gamble with its new release but it has got two big things going for it! *Samantha Fox's Strip Poker (Sounds a bit over the topless. Ed)* and *International Seven Card Stud* is a twin program that has taken longer to develop than Sam herself.

It's all done with artificial intelligence, this *is* Sam Fox, and contains digitised pictures of the Foxy Lady herself. And apparently, Sam is no pushover so it'll take a lot of skill before she gets 'er kit off — you'll need, at least, a Royal Flush.

**• Jet-setting T.P. really is off to foreign parts this month, on holiday (*Holiday*? Ed) but he'll be back next month...**




Have you ever wondered what's happened to all those unsold C5s? Well, Sir Clive's shipped 'em over to the Yanks where they're used to life in the fast lane — though they'll have to get unused to it a bit sharpish if they want to say alive in a C5.

As you'd expect the brochure is packed full of the usual American hype. "Cruising at up to 15 miles per hour — an exhilarating speed in an open-air vehicle like the C5 — you're not just driving by the environment. You're in the environment, part of it. So you can smell the flowers and not the gas. Hear the birds and not the engine." Tweet ruddy tweet.

**!!!**

Trainspotters out there notice the mistake in the Sam Cruise ad in last issue? Thought not — you really are slipping you know.

Crumbs! **YS** nearly came a cropper last month when **Young Ones**' star Nigel Planer's agents rang up to sound off about issue 2's cover. Luckily they didn't have a leg to stand on... least not after we sent Vyvyan round to deal with 'em. There's no pleasing some people.

Remember last month I told you about Saga's new infrared keyboard? It's now been christened the 2001 and it's remote controlled so you can wander off to the loo while typing in the **YS** program pull-out. Wipe that smirk off your face — we don't want any smut about using **YS** as loo roll — this is not yer average bog standard magazine. Hmmmmm.

Isn't it great to be sooooo very popular. The programmers converting **Fairlight** to the Commie 64 and Amstrad are using the **Fairlight** map in **YS** issue 1 to find their way about. Impeccable taste... Enough of all this sickly, sugary sweetness. Yeurrrch! Let's get on with some more skulduggery. PSS is on the warpath again. Tactics are to release Commie conversions, **Battle Of Britain** and **Theatre Europe**. It's also on a manoeuvre to produce **Iwo Jima**. Hrrummph!

Naughty naughty! If you want to know why Activision's **Ballblazer** hasn't reared its ugly head yet it's because Lucas Films told the programmers it wasn't up to scratch and sent them off to have another bash. Should be good when it does arrive!

Oh and here's some really good news. It's now been decided which games'll feature on the **Off The Hook** tape that'll hopefully raise money to help drug addicts. Are you ready for it? Here goes. **Pitfall II**, **Cytron**, **Fall Guy**, **Sam Stoat**, **Ad Astra**, **Splat**, **Mugsy**, **Kong Strikes Back**, **Chequered Flag** and **Blue Max**. Great stuff!

And now for the Tasteless Scrooge Award. Really — does Argus Press Software have to compare its latest compilation of 30 games with those of **Softaid** and **Off The Hook**? And even worse — describe them as 'miserly'. At least all the profits of those compilation tapes go to a good cause which is more than you can say for the profits of **30 Games**.

Oh, and before I go the Pandora portable (note lack of cheap'n smutty cricketing jokes) will be launched at the end of this year and rumours are that it'll use the Astron credit-card for of storage. Don't leave homé without it.

And that, as they say, is that!

**Teresa Maughan**

YS EXCLUSIVE COMPO

# VIRGIN MAKES OFFER YS READERS CAN'T REFUSE

# F.A. CUP SNATCH

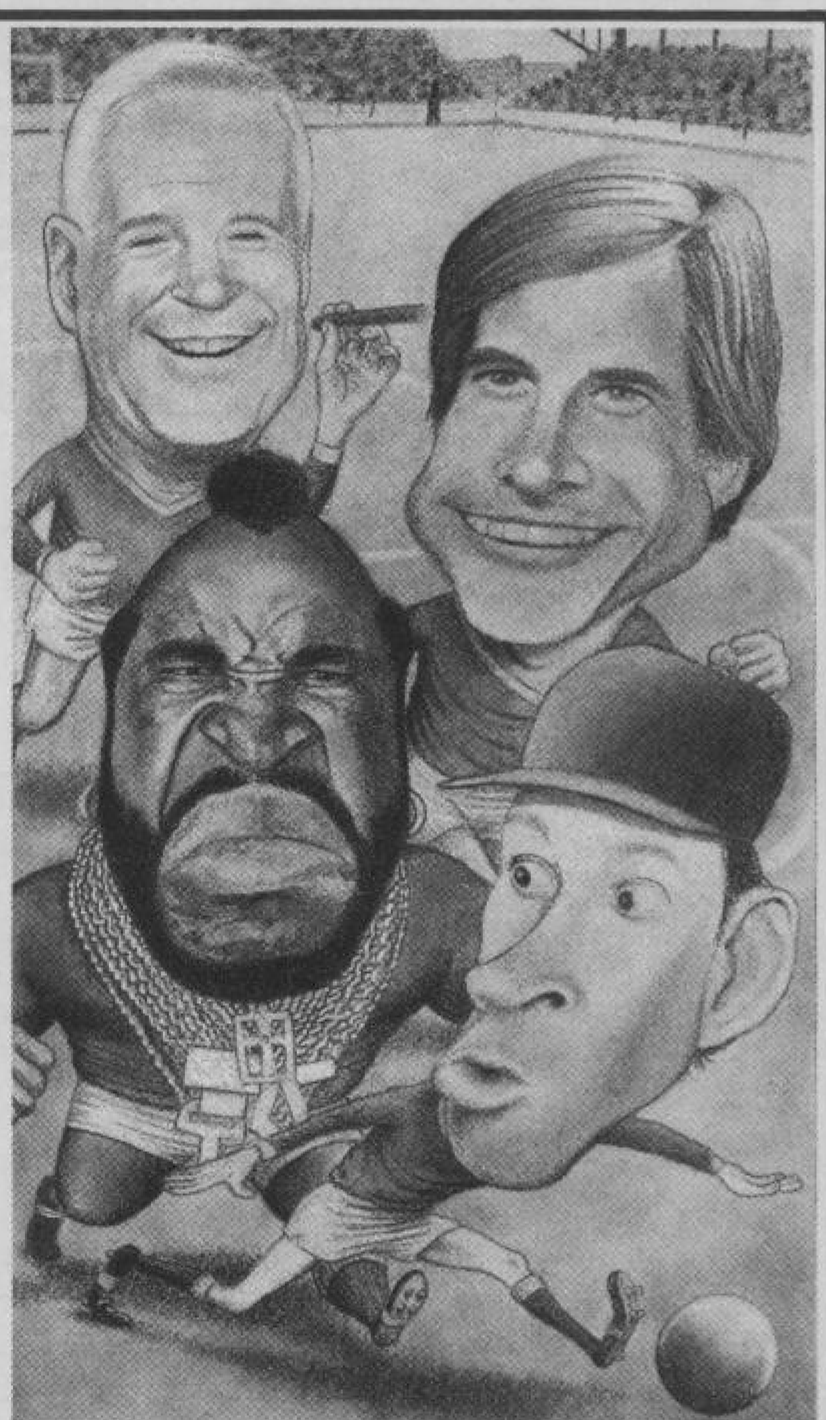


Illustration: Nick Davies

**VICIOUS THUGS smashed their way into the F.A.'s Headquarters yesterday evening and made off with the F.A. cup.**

## Keep your gob shut say swipers

Elderly caretaker, Oliver Shuffles, was there throughout the drama. He's now recovering from his ordeal.

Oliver, 72, later told police that he'd been threatened by the youths.

### Obscenities

"They shouted obscenities at me", he said, "like, keep yer gob shut Grandad or you'll be into injury time. Know wot we mean?"

Morale in soccer circles is running at an all-time low. But now Virgin Games has stepped in.

### Reward

Virgin is offering a reward of a Minerva football and 30 copies of its new game *F.A. Cup Football* to anybody who can help get these soccer swindlers booked — permanently.

### Tie-breaker

And you can help too. Virgin is sending in the F.A. Team — football's answer to the A Team, but it needs a hand in choosing which footballers would make up the best team. Just choose five players who you think would have the best chance of getting the F.A. Cup back into play. Then all you've got to do is complete the tie-breaker in less than 10 words. Fill in the coupon below, or a photocopy, stick it on a postcard and send it to F.A. Cup Compo, *YS*, 14 Rathbone Place, London W1P 1DE.

I'd choose these players to make up my F.A. Team:

1 ...........................................

2 ...........................................

3 ...........................................

4 ...........................................

5 ...........................................

My F.A. Team's the best 'cos ...........................................

...........................................

Name ...........................................

Address ...........................................

........................... Postcode ...........................

## YS Says

*It's time we showed these cup crooks the red card. These thugs have scored an own-goal with this little caper. We say send the snatchers off and give 'em extra time.*

### *YS* RULES F.A.

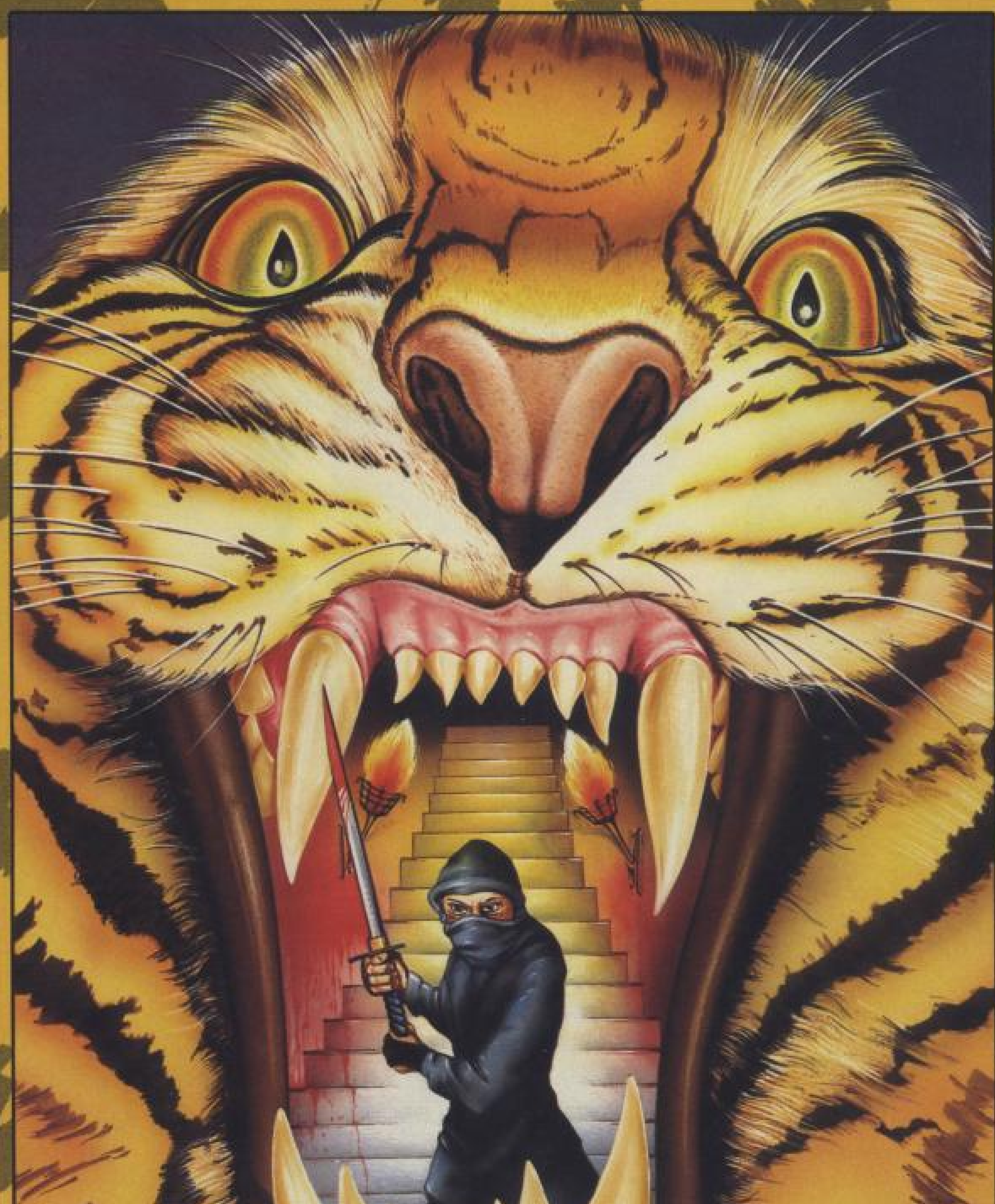
Sportscene and Virgin players will be sent off if they attempt to enter.

The cup draw takes place on the 31st May with no allowance for extra time.

Fall foul of the Editor and you're booked.


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Screenshots from Spectrum 48K

# LETTERS

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*A fabulous bundle of software for the star letter ☆ All letters win a* YS *Badge*

## STERN WARNING

At last the cover illustration of *Your Sinclair* issue 3 has pushed me into writing to you.

Do you really think that the image of computing (to non computees) is enhanced by the childish and revolting cover of your latest issue?

My wife asks, do I have to read horror comics? My nurse says, is this what you look like after an hour at the keyboard?

I would not read this issue in a crowded train! Perhaps you should advertise your subscription rates with 'sent under plain cover' in case the postman sees what the readers are getting.

**B Stern**
**Northwood, Middlesex**

*He came from Northwood. At first he seemed normal enough, friendly even. But the tell-tale signs were there. Why did he need a nurse? After all, he was only suffering from a mild case of fogeyitis. Finally, the full horror dawned but by then it was too late. 'Mr' Stern removed his mask and revealed himself to be... a dentist!* **Ed**

I'm still reeling from the YS cover illustration of issue 3.

Now every time I see my Spectrum, I imagine a hand ripping off the rubber membrane to reveal... oh, it's too too horrible... a BBC computer!

I know Tom Stimpson was the culprit, although his name was written so small at the bottom of the contents page, you would hardly let him take the blame.

Why wasn't the identity of this man much bigger, so everyone could see what a devilish genius he is. The rascal has a mighty talent for artwork if he can stun me like that.

**J Hayes**
**Bushey, Herts**

*Glad someone liked the cover — even if, as many of you pointed out, our visiting reptilian had human eyes and didn't speak with forked tongue. But how could Tom Stimpson tell — for once in her life, T'zer refused to stick her tongue out at someone.* **Ed**

## CLEESED OFF

"95p! 95 flippin' p a month we pay for YS! I mean, what has YS ever given us?"

Well, there's *Frontlines, T'zers, QL News*...

*"News!"*

There's *Letters, Doodlebugs, Trainspotters, Hack Free Zone*...

"Apart from *Frontlines, T'zers, QL News, Letters, Doodlebugs, Trainspotters* and *Hack Free Zone* what has YS ever given us?"

*Hex's Heroes, Reviews* with some pretty hot screen shots, *Hit List, Previews, MegaBasic, Task Force, Maps, Hacking Away, Microdrivin', Heart To Hartnell, Cartoons, QL Software, Hard Facts, Adventure Pages*...

"It's too small!"

*Input/Output, Backlash*, great compos, listings...

"There aren't any adverts!"

Oh yes there are!

"Okay, apart from *Frontlines, T'zers, QL News, Letters (Snip! Ed)*, listings and adverts what has YS ever given us?"

There aren't any decent letters... except this one!

"In short, thanks YS, it's well worth it!"

**David Bovill**
**Pwllheli, Gwynedd**

PS Let's have some photos of the YS team in the mag (especially the gals!)

STAR LETTER

*After an ad like that, how could I refuse. So here they are — YS's answer to the Nolans, the Nohopes!*

*Someone once said that they made the sound of a Spectrum loading seem musical. Ouch! No, course it wasn't me who said it...* **Ed**



**Zigzag, Spot and Nik?**

## MY BRANE HURTS

Recently my Speccy keyboard gave up on me (well, it was only four of the keys actually) but that was bad enough. I thought I'd have to pay £20 to get it fixed but, in fact, all it cost me was 95p. I dismantled the Speccy and found the problem — the membrane. So, I wedged a piece of, yes you guessed it, *YS* under it and now it works perfectly.

**D A Rogers**
**Ruislip, Middlesex**

*And this is because YS reaches the parts other mags cannot reach.* **Ed**

## CHEAP HACK

Bonjour gringos (or do I mean comrades?). I just had to tell Peter Pan, *YS*'s mild mannered shootin' man, as well as amaze and enthrall the paying public, with my *true* story (soon to be made into a major TV drama!).

'Twas a Friday evening as it happened, and as we all know, Friday evening everybody gets the urge to do summat really freaky (like build an RS232 lead out of an egg carton). Personally, I went completely loopy and did a bit of the old GBH on me piggy bank. After an hour in Boots which I have no recollection of (what d'you expect after an hour in there!) I ended up outside three quid worse off. And for this paltry sum I received a MAD game called *Spellbound*.

What made me defy the laws of tight-fistedness? *You* — yes it was the old smack between the user ports with a screen shot ploy. Anyway on with the story. This game as it 'appens was so hard that I ended up committing Sinclair sacrilege and in a fit of rage... Aaaaargh... the old Speccy got an exploding fist in the rubber keyboard.

Now at this point things really start to hot up. Suddenly before my eyes appears the Basic loader — mysterious eh? Then after a poke around, instead of rejoining the on-screen frolics, *it* happened. The top of the screen was spewing pixels all over the shop and before my very eyes appeared this message: "Hello Hacker!"

Well, Spellbound I certainly was. And at £2.99 that was the cheapest way that I've heard of becoming a hacker. So, in order to prevent undue stress and excitement on those with dickie hearts here is a warning: Status Warning — *YS* can seriously affect your unhackerliness.

Think the mag is all the usually creepy comments and a few more. Oh yes, and was that 'From Czar Hip' that I sore in ish 3. I'm shaw that Mr Shore should be informed of what a commie machine is...

**Richard Tucker**
**Canterbury, Kent**

PS Did you know that the PM's a hacker? (Beeb 2, 9pm)

*Yes, you have all the makings of a true hacker in the style of our very own Chris Wood. He too is prone to random acts of violence and to telling naff jokes. Which come to think of it, is well on the way to qualifying the pair of you to become politicians. Gulp.* **Ed**

## NOW YOU SEE IT...

Well you've finally cracked it... the ultimate unfinishable game. *Space Invaders* without the invaders! Are you trying to start a new craze like crosswords — a page full of

# LETTERS

gaps that you have to fill in with the right letters? Your latest attempt at the do-it-yourself game trade was *Battle Fleet Orion* in issue 3. All human life was there — except for the graphics. It's great shooting invisible lasers at invisible invaders — you can't lose!

A Trainspotter Award — ha! — more like the York Railway Museum!

**P J C Sutcliffe**
**Worcester Park, Surrey**

PS Could you possibly send me an amendment sheet so I can cheat and see what I'm doing.

*Fiendish, isn't it. Of course, we can't claim that the idea's totally original — Elite did have invisible aliens first. It's just that we've taken the concept one stage further and given them invisible lasers. But as usual, all modern art is misunderstood at first, so for all you traditionalists who can't enjoy a good game unless you can see something, an sae will secure a version of Battle Fleet Orion with visible aliens. Just how boring can you get!* **Ed**

## TRAINSPOTTER AWARD



You are the Ed and I claim my Trainspotter Award. On page 17 of March's issue of (wait for it) fabulous *Your Sinclair* (pause) in the review of *Raiders Of The Lost Ring* (I know where to look) the highly significant overall figure calculated from graphics, playability etc etc has been PRINTed INK white OVER PAPER white. This makes it difficult to spot at a glance which review is worth reading immediately and which to leave till after your tea's ready.

**Christopher J Sutcliffe**
**Halifax, West Yorkshire**

PS Why on page 4 of the same ish is there a picture of Esther Rantzen in From The Hip instead of You-know-who? I think we should be told.

*That's life, I suppose. As for the Trainspotter Award, I'm afraid you've disqualified yourself. It was indeed printed white on white but you'll find that if you look at the page in a dark room the number appears black. Okay, so does the rest of the page, but you can't have everything.* **Ed**

Do you think that this letter deserves a YS Trainspotter Award? (What d'you mean NO!) (*What d'you mean by putting comments in brackets? I'm the only one allowed to do that. Ed*) After reading through YS 3 for the umpteenth time (nothing much else to do on a Sunday really, except clean the car, mow the lawn, take the dog for a walk etc etc), I suddenly realised what it was that was giving me large brain pains (and no it wasn't my *SpecDrum* playing at full blast!). Looking at Rachael Smith's article on the drum synthesizer I couldn't help wondering if she has somehow got her menu's in a muddle. Shouldn't the so called Edit menu be renamed as the Pattern Menu, and the so called Pattern menu be renamed the Real time menu (or perhaps my version of the *SpecDrum* is different to everyone else's?)

**Tim Jarrett**
**South Norwood, London**

*Now I know it looks bad but there's a simple explanation for all this... just give me time to make one up. In the meantime perhaps a Trainspotter Award will keep you happy. And do us a favour — next month mow the dog and take the lawn for a walk.* **Ed**

## A HUNDRED LINES

What about the *Back To Skool* review? The safe isn't where Rachael says. It's on the other side of the room — yes, that thing with the cross on it is no First Aid box. Then there's a real mess on 'how to conker Albert.' You have to drop a stink bomb near a window, not near the tree. And when you knock out Albert (from the top window, incidentally) he doesn't give you any lines. The Ed must've been pressing Rachael too hard (*No such luck! Ed*), because she doesn't seem to have played the game for more than an hour or so.

**Jim Routsis**
**Athens, Greece**

PS Since you'll start making some very clever remarks when you see where I live, here's some help: moussaka, ouzo, sirtaki, Zorba, opa! How about Troubleshootin' Petros for next month?

*Ah, Greece! Cradle of civilisation. The wine-dark seas lapping the sun-drenched shores. You may have lost your marbles (for the time being) but think of all you've given to the world besides moussaka, ouzo and those squelchy squid thingies that taste like a Speccy keyboard. Yeuch! Homer gave us the nod, Archimedes the screw, Plato invented the cross-your-heart bra and Demis Roussos the one-man tent. But above all we must sing the praises of Greece, the home of... Nana Mouskouri!* **Ed**

## RASPUTIN RIP-OFF

I'm writing to you about tape piracy which may not be known in England but it's a way of life to Portugeuse salesmen.

This has its 'advantages' since I never have to pay more for any game than you have to shell out for *Finders Keepers*. But don't jump to conclusions too soon. Very rarely do we get any playing instructions. Can you image playing a game like *Elite* without knowing what's going on.

But if this wasn't enough, the weirdest thing happened to me this week.

Two weeks after your exclusive review of *Rasputin* I saw it in a shop so I rushed in to buy it. It was a good buy, excellent graphics, good animation and so on, just as it was mentioned in your review but... something was wrong!

When I completed the fourth screen, guess what? Where was the fifth screen? Imagine my face when I realised I'd bought a copy of the demo program that came along with the first issue of *Your Sinclair*. I'd just like you to print something to show the dealers who sold me this game that their attitude is not on.

Oh, before I go, could you let me know if the signature Ed stands for a name? I'm a little confused as I seem to remember an English film on the telly all about Mr Ed, the talking horse...

**Jose Pedro**
**Portugal**

*You're confused! How d'you think we all feel working on a magazine that's got a talking horse for an editor. Explains a bit about the magazine though, don't you think?*
**Troubleshootin' Pete.** *Nay!* **Ed**

## FRIDAY 13TH – PART TWO

Bleeeuurgh! That word just about sums up my thoughts on the *Friday The 13th* poster in YS 2.

Being too young to see the film, I also consider myself too young to pin this gory poster to my wall.

I don't mind the blood splattered face too much — it's the photo of the Ed in the top left hand corner that revolts me.

**Chris Buxton**
**Keighley, W Yorks**

PS Why the candles Ed? Had the money in the electric meter run out?

*No, it was the Ed's birthday!*

*Well, we've always said he's a real 'Edcase. But now someone wants to kick him up the bum. He can borrow my boot!*
**Troubleshootin' Pete**

I most strongly protest about the *Friday The 13th* feature in YS 2. I don't know what 'idiot' was responsible for its inclusion but whoever it be, he needs a jolly good kick up the backside!

I've been a devoted reader of your mag for a long time but if you're going to keep putting disgusting and horrific items like this in, I'm off! And furthermore, I don't think I'll be alone either! Think about it.

**Anthony Mayers**
**Wrexham, Clwyd**




## SMALL PRINT

I think that YS is very rude, cheeky and full of 'sex'. I love it!

**Simon Woolcott**
**Glasgow, Scotland**

*Sex? Are you sure it's YS you're reading? Perhaps the subscription department has started sending it under a plain brown wrapper.* **Ed**

By the way, it's still the best mag on the market and I suggest you slap T.P.'s legs for not noticing your little slip.

**Nic Walde**
**Bracknell, Berks**

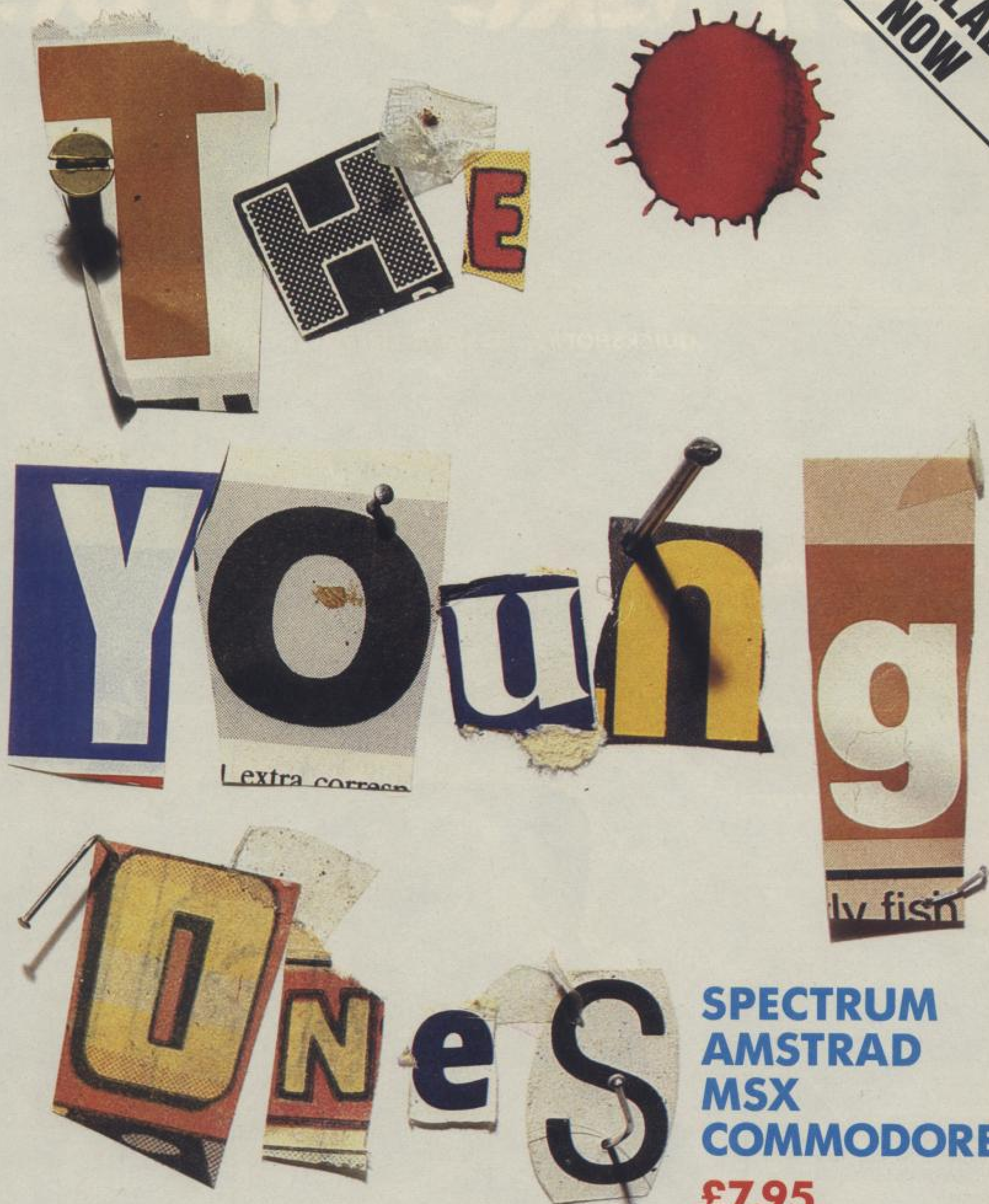
*I've told him not to mention my slip in the mag. What I wear is my own affair.* **Ed**

What are the qualifications needed to become editor of YS?

**T Dalziel**
**Aberdeen, Scotland**

*Genius, pure genius. Oh, and modesty.* **Ed**

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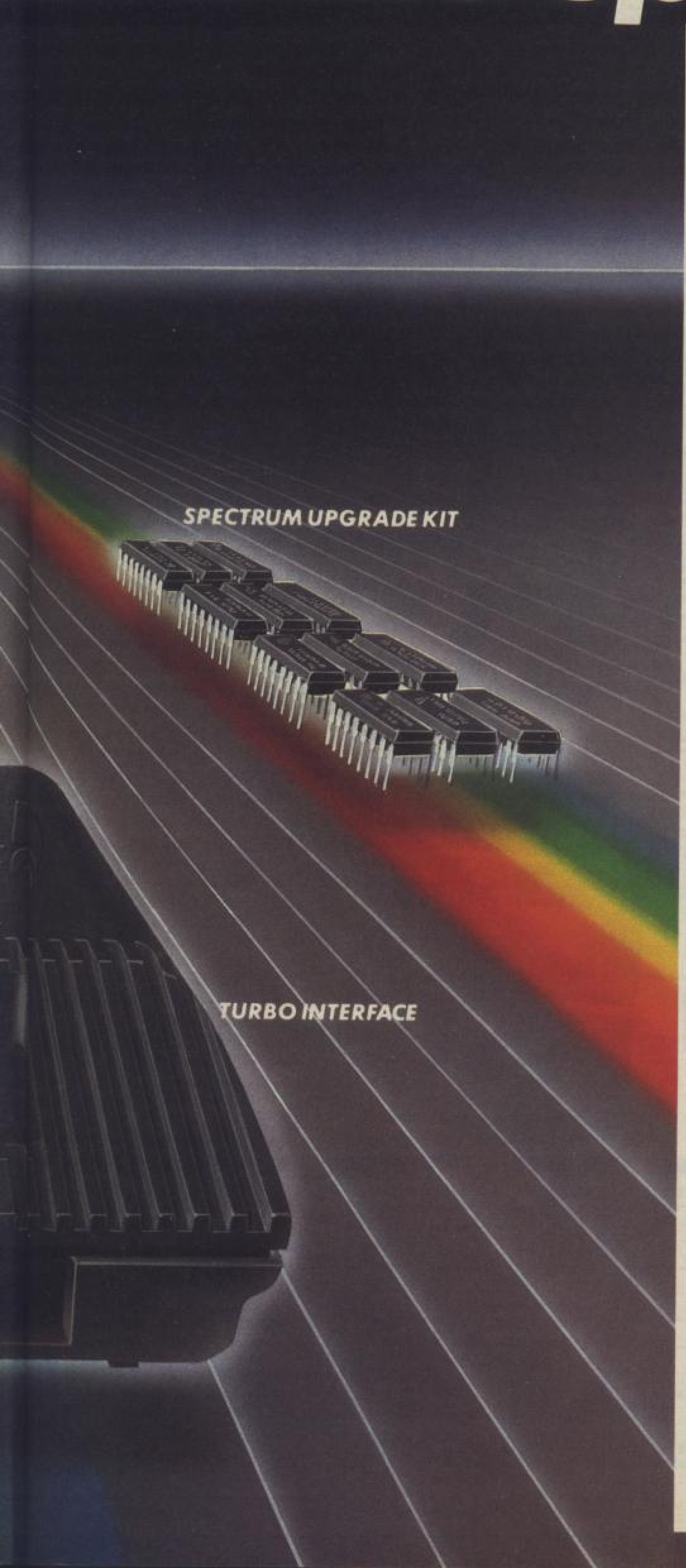
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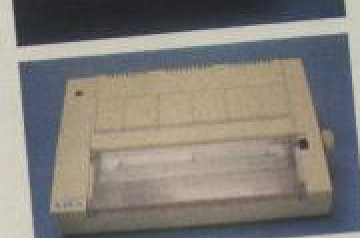
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# LETTERS

## WHEN I GET OLDER

Don't know what to do... retired... 65 today — thought might as well write you rude letter. (*Why not — everyone else does. Ed*)

Used to like old magazine... not keen on this... full of old twaddle from nutty nippers... not to mention would-be jokey juveniles... all seem have one topic... keep rabbiting about spotty trains.

Glad to see you took on young Hartnell... not too hot on computers... much better at wedding dresses etc.

Even good old royal dressmaker made cock-up... issue 3 page 59.

My maths say 90+260•0=90+0... your bloke says "=90+260"... should've done calculations on Spectrum... not on sewing machine.

Please forward reward for putting you right to above... make any cheque payable to 'Carter The Magnificent'.

Yours thingummy etc

**Charles Carter**
**Sidcup, Kent**

*Know what you mean... mag not what was... gone to dogs... White City mostly... just doesn't add up... specially the sums... printing letters without verbs... and no money for rewards!* **Ed**

## MINE'S A DOUBLE

I've found a strange bug in *Fairlight*. Near the start of the game, there's a room containing barrels and a descending staircase. While I was moving barrels Isvar became trapped. While trying to escape another Isvar appeared. Both Isvars were blocked. So, I used the scroll and both Isvars were transported to the courtyard. And although it's an empty screen neither of them could move and I had to abandon the game.

**John McCleave**
**Poole, Dorset**

*Yesh, I've done exshactly as you inshtructed and at firsht I had no luck. I'll have a drink to pash the time, I shed. Well, three fingers of firewater later and what did I shee — Ishvar One and Ishvar Two. And boy were they moving — shwaying all over the shop. Can't undershtand it meshelf!* **Ed**

## KUNG FU BLUES

To whoever can read properly at YS. (*Bring in the cat someone... Ed*). Hi there guys and gals, it's me again. Y'know, the kid who wrote in groaning about the fact that there was no Congratulations message upon beating Tenth Dan in *Way Of The Exploding Fist*. Well this time the gripe is *Yie Ar Kung Fu* and stand by kiddies, this one's a dinger!

I played the game for twenty minutes before I reached stage nine, the Grand Master himself, Blues. Now it took quite a bit of pounding before I finally squished his grapes for good and he fell on his back waving his legs in the air (which seems to be a custom amongst defeated people). So, I sat back and waited for maybe a fanfare, a couple of beeps... *anything*. "So, what did happen?" I hear the entire readership of YS rise up as one man and ask. (*"So what did happen?" The YS Readership As One Man*). Zilcho, that's what. The game goes on to stage ten which is really the fat guy from stage one in disguise with a few more kicks up his sleeve. So I battled on, and on, and on, and on, and yawn until I reached stage 101! At which point I saw no reason for prolonging the agony and pulled the plug.

I'm coming round to the opinion that games just aren't worth playing if you don't get anything out of them. I'm not asking for our Cliff singing Congratulations at the end of each game. But what's wrong with a simple beep. I ask you!

**Andrew** 'when will he stop beating games' **Hunter**
**Battersea, London**

*Okay, let's have a reader's poll on the best ending to a game. Is it Willy with his head down the loo? Or the evil Elvin Atombender at the end of* Impossible Mission*? Or the ghostly ghoulies going to ground in* Nightshade*? Or maybe you reckon that it's only ghastly Commie owners who need a pat on the head and a constant accumulation of brownie points to keep 'em concentrating. Remember there's a YS badge waiting for the best letter on the topic.* **Ed**

## LIZARD LIMERICK

***There was a young reptile from Ocean,***
***Who made a great fuss and commotion:***
***The reason — a silly one,***
***She'd been called an amphibian,***
***And she'd told them that she was reptilian.***

Yes, I claim a Trainspotter Award for this inexcusable boob. (You'd better get some red dust quick or Diana will probably ensure that there are no more issues of YS!) I am, of course, referring to the *V* preview in which Diana is described as 'the amphibian who'd been the Visitors' ambassador'. Now come along, everyone knows that you can't be both a reptile *and* an amphibian and the Visitors are definitely reptiles.

Having got that off my chest — ugh, don't know what it was doing there in the first place — oi'd loike tuh say 'ow much oi enjoyed yur mag. 'Twere first toime as what oi'd bought it, 'twill not be the larst. (*Dun wonders for yur Inglish too, oi'm 'appy t'see! Ed*).

**Garry Lancaster**
**Downend, Bristol**

*You're right about the reptile*
*But stop and think for a while,*
*If you look at me,*
*I think you'll agree,*
*Amphibians are much more my style.'* **Ed.**

## SLEIGHT DELAY

I'm one in ten million 'cos I have won a Trainspotter Award. My friends all think I'm a superhero. "Wow" they say, "We've seen your name in YS. Cor, bet you're dead chuffed sitting there just looking at the spot on the wall where you've got it framed." I just um'n'arr. And d'you know why I um'n'arr. (*A speech impediment? Ed*). 'Cos I haven't got a certificate to look at!

Is all this sham I have to suffer part of the test to prove that I'm truly fit to have the award bestowed on me?

Please, please, please send me my certificate. The postie is getting sick of me grabbing him by the scruff and accusing him of popping it through the wrong door. If I have to wait any longer the doctor's going to take me off the tablets. I can't go on like this — life's getting on top of me. I'm starting to take it out on my Speccy and it's not its fault. My hands are all of a shake, my typing is suffering, my family is suffering, I'm suffering. HELP.

**M Sleight**
**Bentley, South Yorkshire**

PS Do you want me to send the postage or summat?

*Well, every little helps, of course . . . I'd like to blame this terrible delay on your Trainspotter Award Evaluation Department, but we haven't got one. I wouldn't mind laying the blame on the recent postal strike . . . but there hasn't been one. Even British Rail would do as a scapegoat but for the life of me I can't think why it'd be their fault. No, there's only one thing for it — I'm gonna have to bite the bullet and lay the blame on the one person who is responsible. That's right I'll have to come clean. It was . . . Troubleshootin' Pete. Why haven't you sent out the Trainspotter Awards, Pete?* **Ed.** *Um, Arr...* **T.P.**

## BOUGHT IT SKIPPER

Has anyone else come across the annoying bugs that probably make *Spitfire 40* impossible?

The flying hours that are displayed never get past 59 minutes — the hours always remain at zero. Also, in 'practice' mode, the flying hours aren't added on as it says in the instructions.

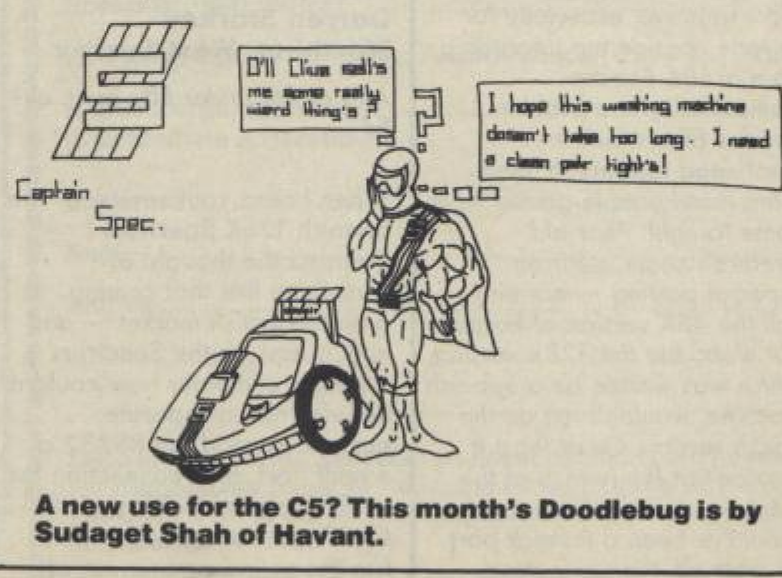
Since medals and ranks probably depend on flying hours, I can't see any way of climbing the ranks. Is it just my copy or a standard bug? I've been aloft for hours without so much as a rise in rank.

**David Leitch**
**Methilhill, Fife**

*Cer-ikey. Sounds like Gerry's sent in the gremlins, skipper. Better get on the jolly old*

## DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.




**A new use for the C5? This month's Doodlebug is by Sudaget Shah of Havant.**

# LETTERS

*blower to Mirrorsoft, what? Crackle, hiss, Roger, hiss, hiss, crackle, over, hiss and out. Seems that the first batch of 200 to wing its way out of Mirrorsoft did contain a fault. The hours displayed on your instrument panel show only the minutes, not the hours — until you've clocked up four hours flying time. But although it doesn't show them, the program is aware of your progress and should reward you with a higher rank when you've earned it. Medals, by the way, are dependent on the number of kills you make.*

*If the bug bothers you, send your copy back to Mirrorsoft, who've promised to replace it for you. Okay, old chap? Briefing over.* **Ed**

## 12 'ATE

I've just bought a Spectrum 128!

I'm quite satisfied with the improvements except (here we go) for one or two 'bugs'.

There's still no joystick port and in 128K Basic mode, you can't use the Basic command keys.

Other than that I find that the sound quality is on a par with the (spit, spit) Commie 64 — really fantastic. And the on-screen menu with its five modes (tape loader, 128K Basic, calculator, 48K Basic and tape tester) is really something.

If Sinclair keeps up this standard, what will come next?

**D G Ward**
**Sinfin Moor, Derby**

PS The loading time for *D.T.'s 128 Supertest* took only thirteen minutes.
PPS Are there any books on the 128 yet?

*It's good to hear from a satisfied customer. Everyone at Castle Rathbone is equally keen on the 128 with one or two qualifications. At £180 it's too expensive, especially for anyone considering upgrading from a 48K Speccy. Compatibility is a problem. Besides Elite which we mentioned last month, many more incompatible games have come to light. Poor old Firebird's come in for an especial pasting — not only will the 48K version of Rasputin not work, but the 128K version, which was written on a Spanish machine, wouldn't run on the British version. Or at least it wouldn't at the launch of the machine. And yes, there should've been a joystick port — after all, the computer's being marketed here as a games machine. Sinclair Research argues that there's no industry standard but that's just not true. It's just that the standard is not the one set by Sinclair but by Kempston. Anyway, here are a few of the things other readers would've welcomed.* **Ed**

I've just seen Uncle Clive on the telly grinning with his 128K Speccy. Hmmm, could have been improved, I thought to myself when I read about it in the paper the next day. How about pixel attributes? That was the major let-down of the original Speccy. It would've only taken 18K which is (quick calculator out) 14.0625 per cent of the new Speccy's memory. And shock, horror the keypad's sold as a peripheral for £19.95. That's grossly overpriced for something that's almost useless.

**D Garner**
**Harrogate, Yorkshire**

Has Clive got it right? By this I mean the Speccy 128. What every self-respecting owner clamours for are the following — professional keyboard, Centronics and RS232 ports, dual 9 pin joystick ports, RGB output, disk drive storage as standard, mouse and touch tablet connections, proper hi-res screen with no colour attribute problems, massive one megabyte RAM, multi-tasking capabilities, true hi-fi sound, midi interface, full extended version of Basic, other languages available on ROM, CPM compatibility, dual processor, user definable keys, direct modem communications, text to speech conversion, voice recognition, full control of processors via assembler/disassembler/monitor ROMs, bubble memory, GEM type management system, analogue port, reset switch, light pen connection, user port, various packages such as business and art programs (*Uncle Tom Cobbley? Ed*); of course, not necessarily in that order.

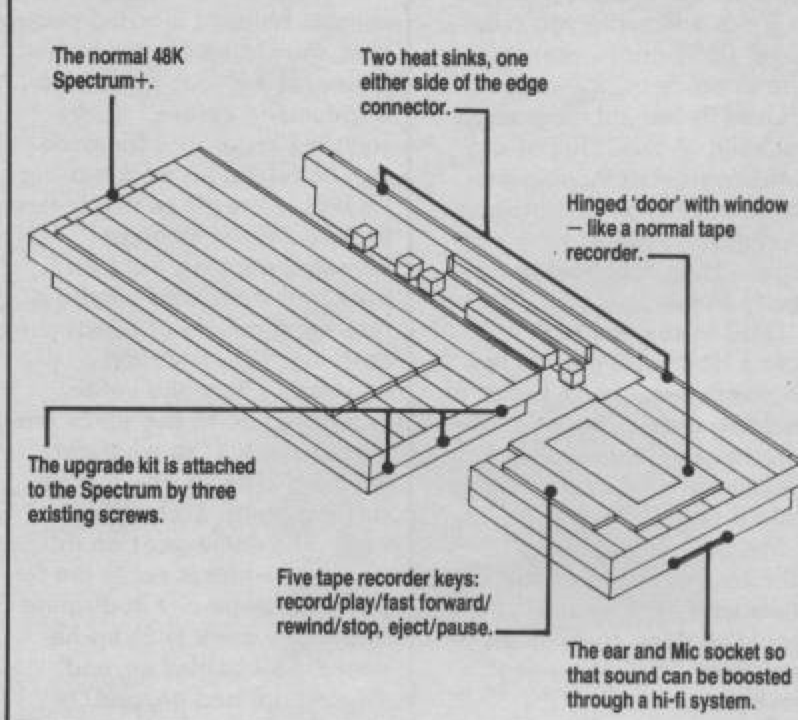
**Darren Starkey**
**Worthing, West Sussex**

*And all for under fifty quid, eh?* **Ed**

When I read your review of the Spanish 128K Spectrum I dreaded the thought of something like that coming onto the British market — and now it has! As the Spectrum is a games computer how could it benefit from a separate numeric keypad, an RS232 or a midi port, or a connection for an RGB monitor? Okay, so Sir Clive's got some things right, like the sound coming out of the television speaker, but here's a picture of what I'd have rather seen.

**Alexander Liddell**
**Edinburgh, Scotland**

*Now I wonder where you got that idea from? Perhaps it should be called the Specstrad! Still, it's interesting that no-one's asked for a built-in monitor.* **Ed**




## BABEY TALK

I'm writing because of an itty bitty problem with *Rambo*. Every time I get to the despicably dirty commie copter I shoot it and the game crashes or NEWS itself. Please can you help?

**Stevey Babey V.C.**
**Hawick, Roxburghshire**

I have a copy of *Rambo* and when I try to shoot the Russian helicopter the game crashes. I returned the copy to the shop and the new copy does the same. What can I do?

**Chris Walker**
**Thurcroft, S Yorkshire**

*I dunno, some people are never satisfied. First you want an ending and then when you get one you're still not happy. This one does sound like a Commie plot — perhaps the next 'reader' had a hand in it.* **Ed**

You may be surprised to know that I'm not a Spectrum owner. In fact, I'm the exact opposite, a Commodore 64 owner and damn proud of it! I don't make a habit of writing to or even reading Spectrum magazines but as I was flicking through my Speccy friend, Craig Gallagher's copy while I was waiting for one of his games to load (yawn) I came across the most slanderous, offensive and deeply disturbing letter I have ever seen. Or rather it was the reply to the letter that shocked me.

Briefly there was this boy who didn't know whether to buy a Spectrum, a C64 or a Beeb, so his friend wrote to your magazine asking for advice on how to persuade him to buy a Spectrum. And that moron who's in charge of the letter section (*Who he? Ed*) dared to say the choice was easy as the Spectrum had the best graphics, the best games, in fact the best everything! This is completely untrue — have you gone completely bonkers?

I will now simply state some facts that no-one can argue with.

1) The Commodore has a SID chip which can create the most amazing sound effect...

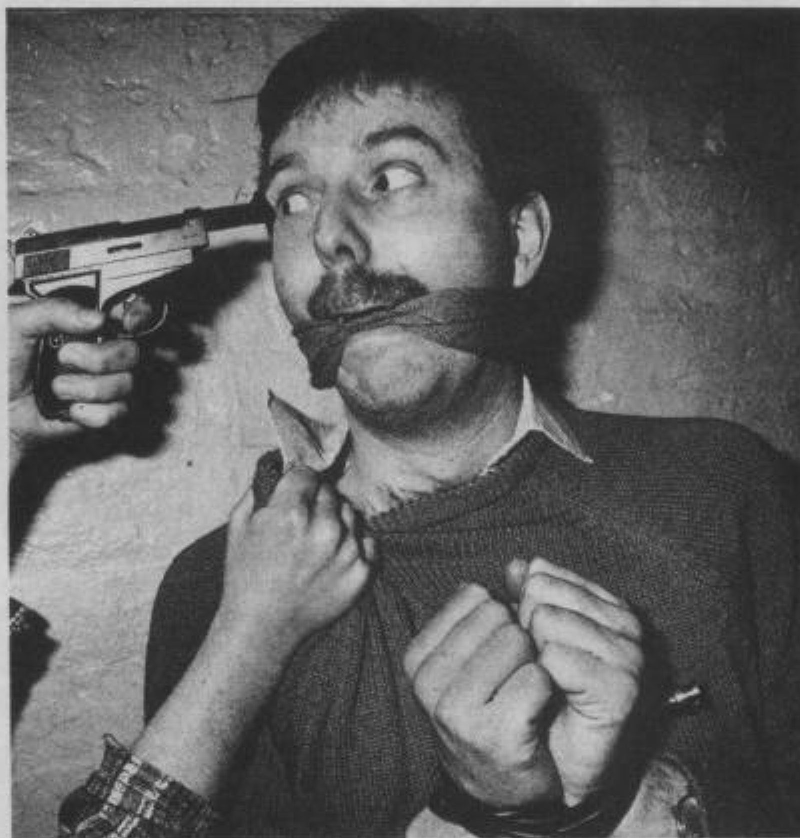
2) Commodore graphics and colours are among the most outstanding, if not the most outstanding in the home micro market, while the Spectrum has jerky, flickery sprites.

3) The Commodore may not have as wide a selection of games as the Spectrum but it makes up for this in quality. I draw your attention to *Hypersports*, *Way Of The Exploding Fist* and *Monty On The Run* while the Spectrum can only boast such games as *Horace Goes Ski-ing* and *Chequered Flag*... (*That's it. Pass the red pen... there's another three pages of these 'facts'. Ed*)

**Mark Devlin age 14**
**Troon, Ayrshire**

*I'm staying out of this but you can thank me for not printing your full address. You never know, you may just reach 15. Unless, of course, your Commie friends see your shiny new Your Sinclair badge. They'll think you're a defector, not just defective.* **Ed**

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*Ed's days are numbered! Masked marauders burst into the YS office and carried him off to a grotty room somewhere in the Isle of Dogs. We've received a ransom note saying that YS readers must subscribe to the magazine or the Ed gets it!*

*Now £15 is not much to ask for a man's life — even if it is only our Editor — so please, send in your subscription or the post of Editor will shortly become vacant. How can you resist with this picture tugging at your purse strings?*

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*(Then again, but only if you send in enough subscriptions and ask nicely, we could just get them to shoot him anyway.)*

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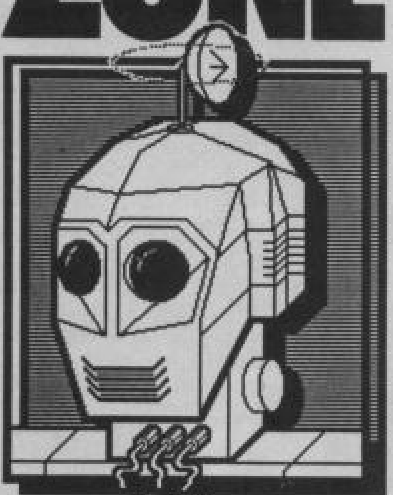
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# HACK FREE ZONE



**Hex is back with a humungus number of hints 'n' tips for hack free heroics.**

Click, bzzzzt. (Hello, this iz the International Operador, what number please?) Gimme Rathbone Hill 631 1433, England. (Puddin' you through...)

Hello, fruitcakes! Here I am in sunny Barbados. Ahhhh. The hot sun on me IC's, the warm smell of seaweed and sunoil in me olfactory receptors... the sand betwixt me jolly old tentacles. This is the life. It's about time those folks at Rathbone Hill gave me a holiday. They had to really, 'cos my circuits don't work in the cold and after it snowed four inches my tentacles froze up. And there's nothing more painful than frozen tentacles...

Anyroad-up, here I am again, by the wonders of satellite communication, live and geo-stationary from sunnier climes. Plunging right in there, I have here the truly *final* solution to *Marsport, Frankie Goes To Hollywood, Tau Ceti, Monty On The Run, Yie Ar Kung Fu* plus pix'n'hints on *Saboteur, Transformers* and *Rambo*.

But first it's *Marsport* — solution 3 supplied by my pal **Paul Harkin**. Here we go! The home stretch. Hit it! **"Phase II. Now you can enter all the 'restricted' doors and you'll find the codices T, W, E, I, 6, and N. To unlock the BAR on Farr E3 you need the Mars Map — Mars Bar — geddit?"** Tch! Groan... **"You'll find within the tea and strainer. Take the tea, the insect from Gill D4 and the pointe from the Oratory on Byer level. Put them all in a factor unit to get the antidote. This'll allow you access through the Danger room on Coma E2. To get through the plant room on Joly H4, use the geranium from the Hothouse. To enter the Boiler room on Joly I4 use the kettle as a key. Get the helmet from in here and the topee from Byer level.**

**"Because these are alien items, the heralds come after you too! Put them both in a factor unit to get the artifact which is actually a Starlord's Power Booster. Put this and the power gun into a factor unit to receive the hyper gun. (This shoots blue bolts of energy instead of red ones.) The hyper gun kills Sept Warlords as well as warriors, so kill both warlords (one on Iaxa and one on Elis) to get two more codices, D and U. The sentry in the sanctum needs five pairs for entry. Follow this procedure:-**

**Factorise —**

| | |
|---|---|
| mute and manifesto | **= e-token** |
| strainer and sun chart | **= n-token** |
| projector and charcoal | **= t-token** |
| cake and lead suit | **= r-token** |
| earmuffs and eyeshield | **= y-token** |

**e+n+t+r+y = ENTRY, see?**

**Now factorise all the tokens to get the sanctum key. Then go to the sanctum, put the key in the unit and phase II is complete.**

**"Phase III — the home straight. To finish the game, you have to make use of the codices. If you search around you'll find a Vidtex screen which says '7 from 10 makes BIGHEAD'. This is a cryptic clue to your escape route. The codices are found on these levels: Alba — N, Byer — H, Coma — I, Daly — W, Elis — U, Farr — T, Gill — 6, Hale — G, Iaxa — D and Joly — E.**

**"Now when you take the letters of the word BIGHEAD, you get the initial of one of the levels:**

**codex**
**B (Byer) H**
**I (Iaxa) D**
**G (Gill) 6**
**H (Hale) G**
**E (Elis) U**
**A (Alba) N**
**D (Daly) W**

**"Therefore the clue is H D6 GUN W. This means you should go to D6 on Hale level, with plans of course, and use your gun to shoot the west wall. The wall will then flash and presto! an up tube appears. Go from here to Coma Level sector D. The spacefield is just around the corner, 'The Siege Of Earth Continues — Forward to Fornax!' And that, as they say, is that."**

Well done, Paul, a truly comprehensive solution. Give him a big hand. What's that? You've only got small hands? Never mind!

*Frankie*'s up next next, that's to say the golden boys of hype-rock *Frankie Goes To Hollywood*, as played by **Nik Taylor**. (You oughta be a rock star with a name like that!) Relax 'cos here we go. (Ting! Hmmmmmmmmmmm!)

**"The Murder — the body is always at the end of the street. Look for a house with a moneybag on the table between doors, then the body is in the room to the right.**

**"The wedding ring will stop your pleasure points draining in the war and cybernetic breakout rooms. The flak jacket will protect you from the bullets in the ZTT room. The security pass and the floppy disk will allow you to complete the terminal room, but you may need more than one floppy disk to boot the information into the computer. If you boot the disk, use the pass to gain access to the other terminals. Terminal One = Shooting Gallery, Terminal Two = Raid Over Merseyside and Terminal Three = Cybernetic Breakout.**

**"The Corridors Of Power — the important thing to remember is that you are *not* in a conventional maze. The doors to the rooms are normal at the top of the end of the corridors. You can only depart from the corridors of power if you're hit by a fireball or you enter a room.**

**"The War Room — when you enter this room move to the far right. As soon as the symbols appear, shoot at them. The first time you hit a symbol you haven't hit before then the pleasure bar relevant to that symbol goes up.**

**"The ZTT Room — either wear the flak jacket or proceed as follows. Move the far left of the room and start shooting. Miraculously the wall will be shot away even though you aren't facing it. If you complete the puzzle you can go to the Shooting Gallery or Talking Heads by pressing one of the three buttons at the bottom of the screen.**

**"Talking Heads — just shoot out the top blocks and shoot through them until you've to move to avoid being shot..."** Just a minute. Isn't this the biggest video chestnut hint of all time? You remember *Space Invaders*? Ha ha ha ha ha ha ha ha... **"... Then move to the bottom of the screen and quickly back up to the top and start shooting. By alternating between the top of the screen and the bottom it's possible to slowly chip away the Russian's points."**

Thanks Nick and now it's back to my little Pleasure Dome.... phzzzzt! Okay, my petite vegetable samosas, my tiny little cheese on toasts.... that's all the megahints, now over to a few smaller letters. Helloooo doowwn thereeeee! **Andrew Ostler** of Somerset (pro. Zummerzet) tells me that *Tau Ceti* is a piece of... let's say cake for the sake of argument, shall we? Here's ze tips: **"Dock with supply centers as often as possible and save the game to tape after equipping. Travel at top speed if you can, but if something starts shooting at you, stop and shoot it before you run into trouble. For hexample..."** (chortle!) **"...if Hunters start shooting at you when you come off a jump pad, don't run to the city, 'cos you'll probably run into a fortress or something. *Don't* shoot at harmless buildings or they won't let you dock. *Don't* risk flying at night, just dock and use the wait command a few times. If you're going to use missiles against Fortresses or Hunter mark III's, make sure you're very close, so they can't use their AMM's. Use the notepad to keep a check on what reactor sub-stations you've visited. Beware that City up in the far North!!!"** Thanxx Andrew. Incidentally, the name of the game is pronounced 'Tou' as in 'ouch' and 'Set-eye'. Amazing. English lessons too! Is there a limit to what this chummy can do in one column? *(In a word, Yes! Ed.)*

**Andrew Proctor?** Of Glasgow? **"Dear Death..."** Huh? **"*Ghostbusters*. I can't get into the temple of Zuul. Please help."** You call me Death and you expect me to help? Well you're right, I will. Edge your man up to the Marshmallow Man's feet, until he's as close as you can get without touching. Then move *with* him when he hops back. Simple eh, Deathbreath?

And finally a quick punch from **Karl Winterbottom** (snowing hard in Clywd is it?) and **Richard Price** of Clywd, who really know *Yie Ar Kung Fu*. **"I finally beat blues by jumping to the right as soon as the game started; then I kept doing squat punches to the stomach. This does the job, so my hi-score is 308,500."** Nice going, Karl, but no cigar because you didn't send your picture with your hi-score! No pix, no Hex's Heroes!

Puh-lease, when you send in a hi-score, send me a picture to print with it. Look, I don't care what you look like, and neither do the other readers, but if you want to have your hi-score registered on Hex's Heroes, you *must* send me a pic.

Okie dokie, it's time to go. But keep those arcade hints coming, let's keep the information moving. You know the address. Do it *now*!

Oh, by the way my fave games of the moment are *Transformers, Tau Ceti*, and *Elite*, and I won't hear a word said against them.

Oh and another thing... (Click bzzzt)

## HEX'S HEROES

Bzzzt Click... Look, so's not to waste the International Operator's time I'll make it brief. Here are Hex's Heroes (tootly toot-toot!).

First we have an outsider... sorry, "The Outsider", **Gavin Sneddon**. On the 20th of January 1986 at 4.55pm, not a hack or poke (sharp intake of breath) in sight, Commander Gavin has reached — Elite — status on the game of the same illustrious monika, and by legal means, too! He says "the main requirements for aspiring Elite Commanders is perseverance, it takes a lot of playing to reach this status." Excellent. I'm sending a squad of Thargoids over to see you. Sort that lot out!

**Pedro Pinto** (Que?) of Portugal has a hyperscore on *Hypersports*. It's about time we had a scorer on that game. Bit of a tough nut to crack is it, chummies?

And finally **Andrew Carter** has 34-0 on *Match Day*... Y'know, that reminds me of a funny story. Sir Alf Ramsey, one-time manager of Man Utd and England was asked by a customs official what he did for a living, and his diction was so relaxed the man wrote down "Fruit-boiler" Ha ha ha ha ha... Ahem.

Well done chaps, tune in next month for more hints and tips, comment and acid tongue and pen, plus a funny story involving the time when me, George Best and this Swedish laserprinter...

(Sorry sir, your time is up.)
(click, brrrrrrrrrrrrrrrrrr...)



Gavin Sneddon
*Elite/Elite status' reached*



Pedro Pinto
*Hypersports/450,536*



Andrew Carter
*Match Day/34-0 (amateur)*

## RAMBO

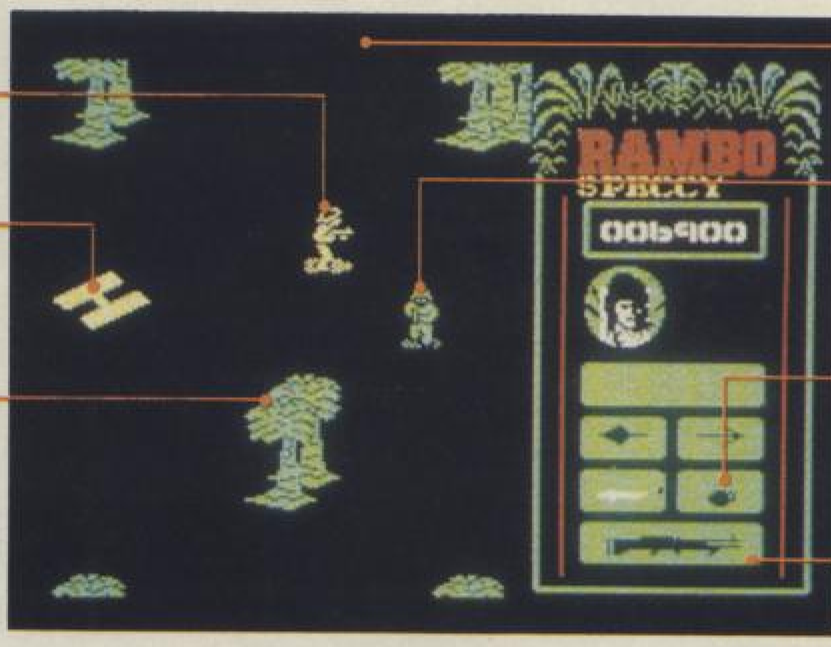
### Counter-intelligence by Phil Golders of Piddletrenthide

Run like blazes and you may not have to fire a shot. Serpentine running (zig-zag to you, smartass) is the order of the day. Top o' the world, Ma!

Watch for a big H, as this is where the chopper'll land. You've got to make your way back here with your buddies and wait for a lift outa here. Memorise this spot when you find it — that's not too taxing, musclehead!

Hey, guess what? When you get a rocker launcher you can nuke the trees as well. Big deal. No really, it can be handy if there's a slimy Commie (no, not a 64 silly!) hiding behind one!

• Ratty-tat-tat. The machine gun is an essential piece of kit for any aspiring Rambo. Find it north and east from your start position. Neutralise them Commies, soldier!




The POW camp is to the north. That's where your buddies are being held.

Don't shoot everything that moves, as you'll attract attention to yourself. (Somebody tell that to Stallone!) One shot and the whole flippin' army will be on your case! Gung-Ho!

Utilise the grenades carefully, as their trajectory is a little hard to range accurately. Not for close combat! Who is this Schwarzenegger anyway?

The rocket launcher is good for posing after you've oiled your muscles. But it also comes in quite handy when you're in the chopper. Find it to the north. Go for it, blockhead!

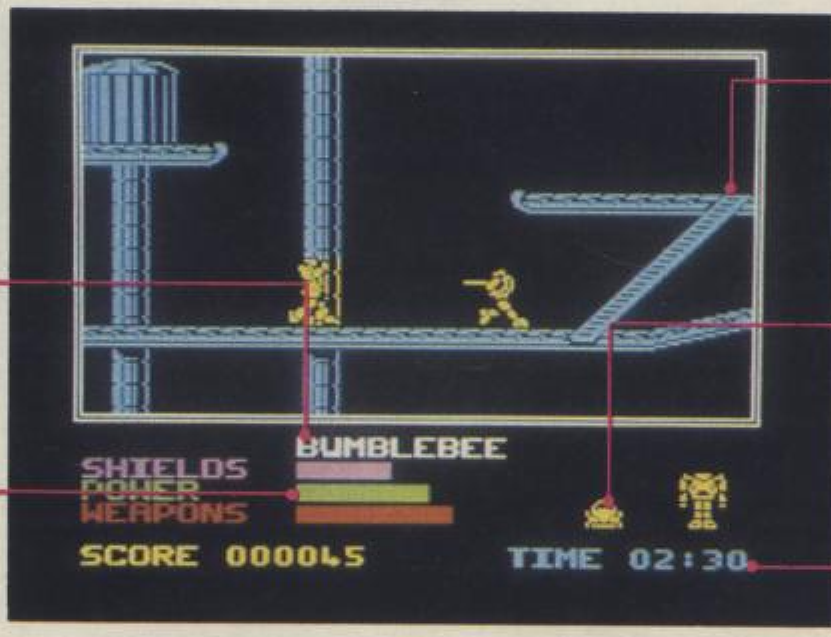
## TRANSFORMERS

### Tints 'n' hips by your everlovin' Hex himself.

Flying up and over the planet's surface is faster and safer than trying to walk out. Fly whenever you can, especially up and right — you'll find a puzzle piece on top that way!

Deploy your troops with care. Spread 'em around the surface so you stand more of a chance of finding puzzle pieces.

Recharge regularly — your shields will soon wear down if you don't! It's also nice to have a breather occasionally, or change characters.




Beware low flying — you can easily bump into a piece of platform hiding just out of screen. Many's the time I bumped into one of those floating ones by not concentrating!

When faced with two adversaries trying to sandwich you, transform into a vehicle and barge through one of them to freedom. That way they'll shoot over your head.

When you're recharging or reloading in a defensa-pod, the timer stops. Hah! A good time to rearrange your forces or concoct a fresh strategy? You betcha!

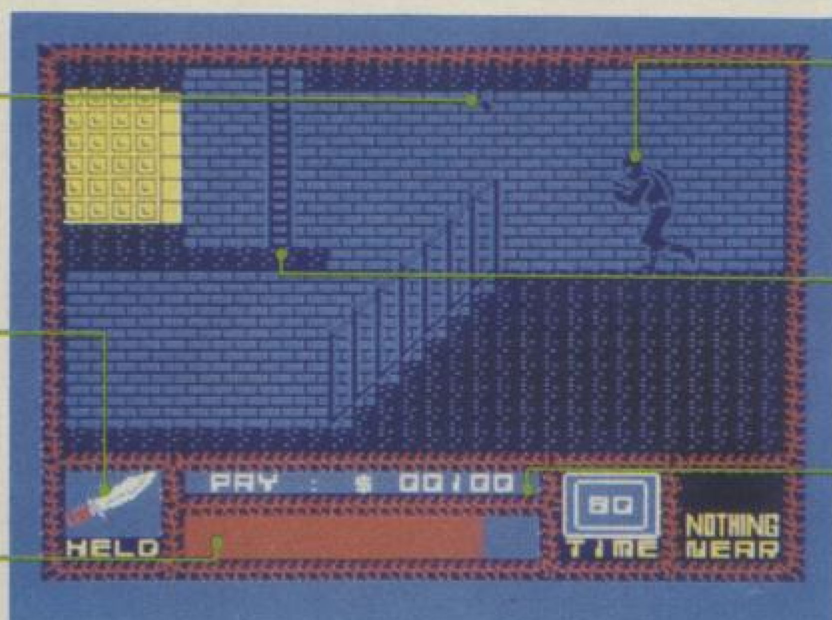
## SABOTEUR

### Intelligence by James Slater from York

Big brother's watching you. The video cameras follow you around and fire at you.

Here's the weapon you're carrying. Although using a weapon to kill a guard scores fewer points, it's safer than punching or kicking him!

Energy level. It's best to keep an eye on this, especially with those guard dogs roaming around. To restore your energy, go to a room where there are no hazards and your energy will build up.




Here's looking at you, kid. As soon as you come into the room, watch the guard — he'll come towards you and either kick you or throw something. But if he holds up his arms, duck 'cos he's ready to take a pot-shot at you.

Watch the top or bottom of a ladder before climbing onto it — there may be a door blocking it. You can eventually open these doors by accessing the computer.

It's the cash that counts — your score is measured in sponduliks. You score points for killing guards, but you'll get nothing for knocking off the dogs. Still, if you want the RSPCA after you, press Down and fire.

# BOMB HOT SHOT JACK

**Elite/£7.95**

**Rachael** What sort of being is Bomb Jack? He doesn't so much fly as leap around. And he's no more than knee high to a grasshopper. Come to think of it, a grasshopper's what he most resembles. So what sort of hero is this bounding, bomb collecting midget? The answer is an arcade hero — and now he's let loose in your micro courtesy of conversion kings, Elite.

Let's just say that *Bomb Jack* probably shouldn't be as addictive as it is. After all, arcade games are designed not to last too long because they're always greedy for the next meal of ten pences. But then again, they're also designed to make you want to play again.... and again and again and again. And that's where *Bomb Jack* scores, because each time you lose your final life you're convinced that next time you can clear that screen.

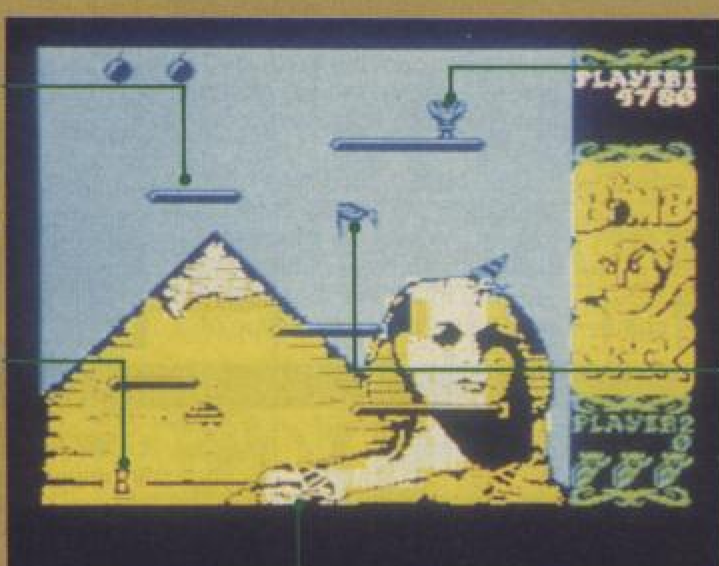
Here's how it works. Your caped crusader bounces all over a world provided with convenient platforms. You launch him into the air with a quick press on the fire button, trying to pass over bombs as you fly. Clear a screen of explosives and on to the next, more difficult location. The forces of evil are out to stop you though, from the first flapping bird to the little soldiers who eventually reach the ground to metamorphose into something much nastier.

All of which neglects to mention the scoring. There's a fine bit of strategy involved in maximising your points — and if ever there was a high score freak's dream, this is it! The first thing to know is that a bomb that's fizzing is worth 200 rather than 100 points. Collect one of those and it sets off the next one in the sequence, so a row of four can be worth 400 or 800 points depending on whether it's ignited or not. It's up to you to plan a route. There are special bonuses for collecting 20 or more sparking bombs and there are also Bonus coins that float in for you to snatch, plus Extra lives coins and Power balls. These paralyse the nasties for a while letting you eliminate them — very useful when air space becomes too full to fly with comfort!

*Bomb Jack*, it must be said, isn't the easiest little critter to control. Getting him up is simple, but then you'll need your wits about you to steer him as he speeds around. Left and right swerve his flight while an extra boost of height comes from pressing up and a speedier descent is aided by down. If you need an immediate halt while in the air just hit the fire button again, and rapidly tapping it will make him hover. You'll need lots of practice to get your pilot's certificate though — and a joystick won't do any harm either! While Elite has considerately included a turbo mode for the keyboard player — it simulates a constantly-pressed fire button — a stick makes life much easier.

There you have it, then — a simple idea that's one hundred per cent addictive. The graphics are great with an amusingly animated sprite for your heroic mite, even though the monochrome figures are sometimes a little hard to see against the coloured backgrounds. Amplify the sound to get the most from the spot effects and you too will soon be battling to get your name in the high score table. *Bomb Jack* is most certainly a blast!

Graphics
Playability
Value for Money
Addictiveness
9



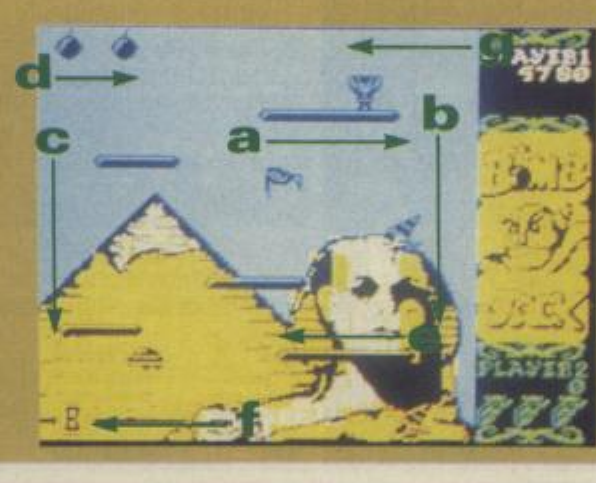
The guards are restricted to strutting around as they make their way to the ground, pacing up and down the platforms, making landing tricky. And they also appear up here in this corner, which is a distinct nuisance.

Here you are, Jumpin' Bomb Jack, the all leaping hero. Remember, kids, Bomb Jack can't fly.... unless he's on solid ground. Once you're on the way down there's nothing you can do until the next jump. What a bounder!

Here's a bonus score coin, floating in to let you boost your points for the screen — but beware because collecting too many of these will stop the supply of further useful coins!

This vulture's always the first peril to appear on screen and it's clever enough to move towards you so you can't stay in one place too long. Luckily it's also slow.

When you reach the ground the guards reveal themselves for what they truly are — worms. And unluckily they can fly. Even worse are the bouncing balls. The only thing to do at a time like this is to pray for a power pill that'll freeze them so you can eat them.




To help you get started here's a route round the first screen to maximise your score. Row A means bounding from between the bombs below to leave them till later. Don't go too high for row B or you'll get the bomb in the top right hand corner too early. Getting across to C can cause problems — best bet is to wait for a Power Pill and eliminate the enemy. Similar problems will occur with D but E shouldn't be too bad. Watch out for ground forces on row F though and then up, up and away to G, collecting the bombs from right to left. Achieve all that and your score will be doubled, plus bonuses, so you'll be surrounded by people wanting to know you, asked out to parties every night, kick sand in people's faces....

# SCREEN SHOTS

**The gamesplayers they couldn't tame — *Max Phillips, Rachael J Smith, Rick Robson, Luke C and Gwyn Hughes* — return to review all the latest releases.**

# MUGSY'S REVENGE

**Melbourne House/£8.95**

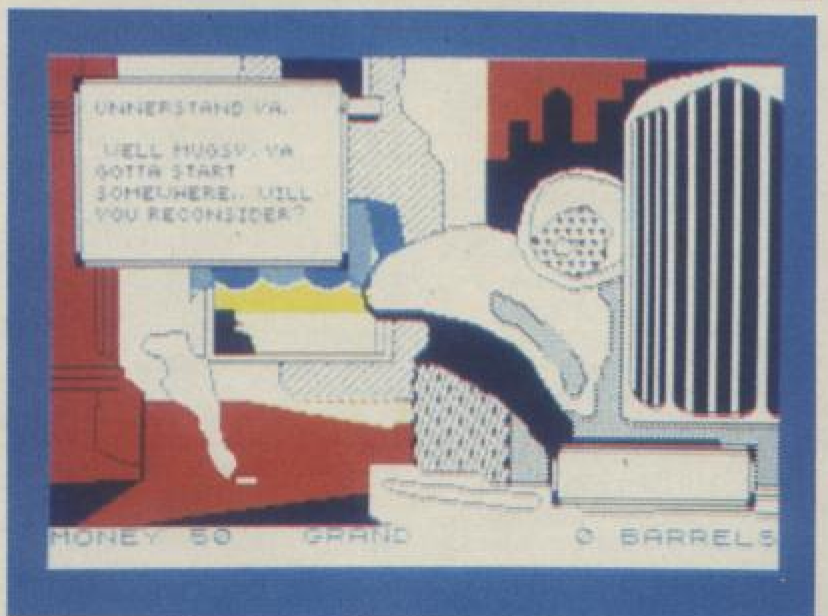
**Rachael** Hey, boss, come quick — I tinks I got news for you. You know dey said Mugsy was expected back in town. Well, here he is. An' you said you toit he was never comin' back.

Seems he ain't exactly got smart while he wuz in de slammer. Oh sure — yes — he still looks great as ever. A real snappy dresser — but, boy, does he take forever to look pretty as a picture. You'd tink nowadays that they could hide all de time he takes to appear in public. Reminds me of how dat Hobbit gang used to just sorta get filled in whenever dey came on de scene — hey boss? Hur — hur — hur!

Yeah, but lookin' good don't make up for a lack of brains, like you always tell me, and Mugsy's commands remain strictly monosyl.... monyslyb.... one word at a time. You see, he tinks de smart ting to get into is booze, and he's got dis henchmen who says tings like 'How many boys da ya wanna hire, 0, 1 or 2?'. Ha, da dummy can't even speak good English! So Mugsy sits dere, mumbling dese answers wid all de chutzpah of Marlon Brando on downers, an' dependin' on his decisions he can watch his fortunes grow or go.

Of course it's never so simple as dat and dere are rival gangs to be considered and booze parlours to buy and molls to keep de customers.... satisfied. And even though he's payin' off de Feds he'll still get trouble if they're not satisfied. Seems dis sidekick of his ain't too hot wid a rod, so Mugsy has to do all his own shootin', and' hang me, if it ain't like some penny arcade amusement, and none too difficult at that. Then it's back to de day to day of deciding




whether to rub out the opposition an' de rest.

Well, in no time a year's gone by and the financial report comes in, then it's de edited high spots on the annum's quota of capital offences. No, sorry, boss — even dat ain't so good as it sounds. In fact it was the same as last year an' the year before. Hey — I tell ya, after da first few times I got really bored wid it.

Hey, boss, I can't help feelin' old Mugsy ain't really come that far. Maybe we should go show him de error of his ways — if you follow my meaning. He may have had a novel type of business strategy once but now it's just as mechanical as any board room decision makin'. And like youse always says — rubbin' out people an' booze an' everything is lacking in couth. Now where's dat new modem youse got so we can hack into da Federal Reserve and make some real money, kid?

Graphics
Playability
Value for Money
Addictiveness
7

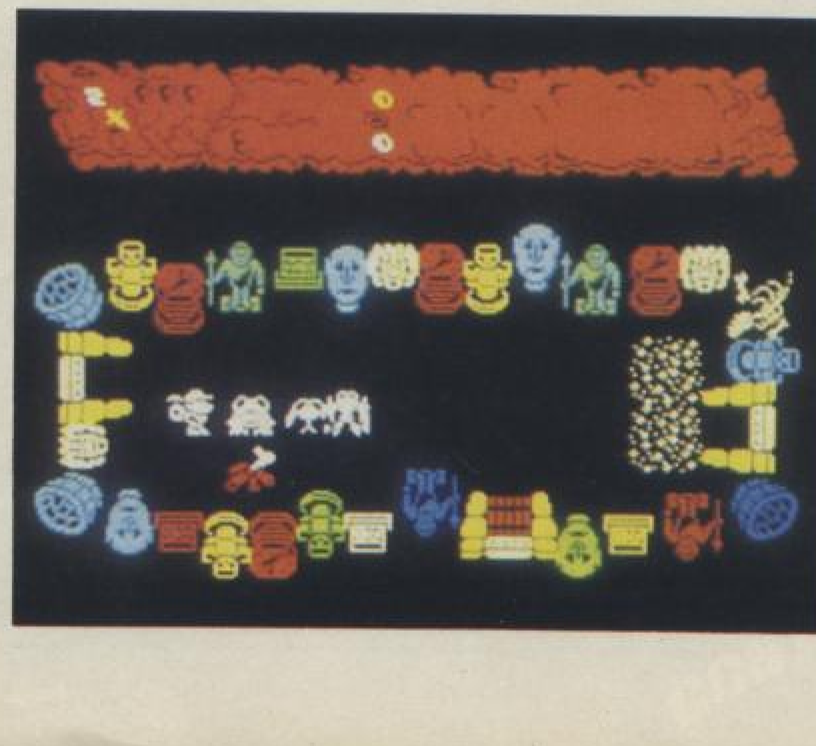
# LABYRINTHION

**Budget/£2.99**

**Luke** It's back to the atac on the atic with this game.

Based very roughly on the concept of Ultimate's game, the idea is to move your man about a maze of rooms, avoiding the usual crowd of nasties. You're able to fire what look like sea-gulls at the oncoming masses, but it does little good as they re-generate instantly and throw themselves back into the fray. Doors lock behind you and then just as suddenly re-open; little electronic pings announce that you have found a rare treasure — oh yes, the excitement fair plods along!

The basic plot revolves around the search through a maze for nine parts of a scroll that provides the route to the exit. The maze is split into five sectors and certain objects are required before you can pass



between these sectors. Various controls are available for protection, but by far the most useful keyboard control is the 'Pause' key.

The main problem with the game is that the area of action is just too small — trying to sort out your character's sprite from the fluttering mass of enemy followers is just ridiculous.

With a lot of patience and a meagre wallet, of course this game is adequate — indeed, with a 256-room maze to explore, it should keep the most avid map-maker happy for hours. But, with so much well-conceived software around of this type, *Labyrinthion* stands little chance of becoming a classic.

Graphics
Playability
Value for Money
Addictiveness
6

# SPOT THE DICK*



**Richard III got the hump with ZX Basic**



**Escape the same fate with *YS* MegaBasic and ...**

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***Clue: This man is not called Richard**

# Hit List

**What's rising to the top? What's bubbling under? Chart stats 'n' facts from *Steve Colwill.***

## Chart Chat 5

Looks like the bottom's dropped right out of the market! Or at least, the bottom five from last month have dropped right out of this month's chart and last month's top four have all taken a tumble downwards. And it's interesting that all of last month's top four have dropped by the same number of places and so retain their rank order within the top ten.

This month's number one, *Movie*, has taken the chart by storm, coming straight in from nowhere to take the pole position. The only riser from last month is Mastertronic's cheapie but goodie, *Spellbound*. And other new entries include *Barry McGuigan World Champions, Zoids* and *Gunfright*.

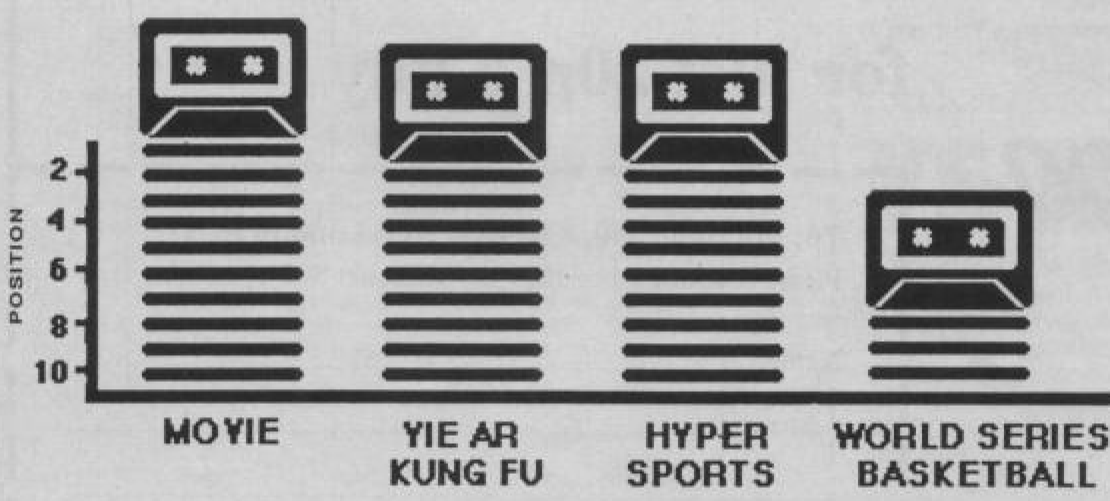
Imagine's *Hypersports* makes a welcome return, propping up the rest of the chart at number ten.

## This Month's Top Ten Titles

| Position | Last month | Weeks in Chart | • Title/Publisher |
|---|---|---|---|
| 1 | — | 1 | • **Movie**/Imagine |
| 2 | — | 2 | • **Barry McGuigan World Champions**/Activision |
| 3 | 5 | 6 | • **Spellbound**/Mastertronic |
| 4 | 1 | 7 | • **Winter Games**/US Gold |
| 5 | 2 | 8 | • **Rambo**/Ocean |
| 6 | 3 | 11 | • **Commando**/Elite |
| 7 | 4 | 10 | • **Yie Ar Kung Fu**/Imagine |
| 8 | — | 2 | • **Zoids**/Martech |
| 9 | — | 2 | • **Gunfright**/Ultimate |
| 10 | re | 8 | • **Hypersports**/Imagine |

### Imaginative Games

**Imagine's back — and how! Okay, it's just an Ocean label now but the company name's riding high at the moment with three titles in the top ten. This chart shows the highest positions attained by Imagine's last four charting titles.**




This chart is based on the *MicroScope* chart as compiled by Gallup.

**MicroScope** GALLUP

*MicroScope* is the weekly trade paper of the microcomputer industry. If your computer store doesn't display the latest *MicroScope* chart, ask the manager to call Mark Salmon on 01-631 1433 — we'll send a copy every week.

## 12 Months Ago

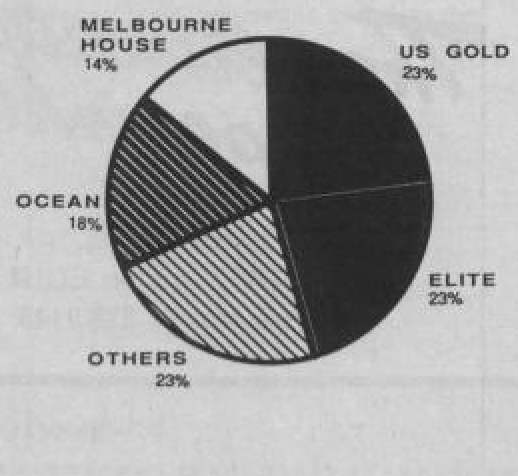
| Position | • Title/Publisher |
|---|---|
| 1 | • **Ghostbusters/** Activision |
| 2 | • **Day/** Ocean |
| 3 | • **Airwolf/** Elite |
| 4 | • **Technician Ted/** Hewson |
| 5 | • **Daley Thompson's Decathlon/** Ocean |
| 6 | • **Knightlore/** Ultimate |
| 7 | • **Zaxxon/** US Gold |
| 8 | • **3D Star Strike/** Real Time |
| 9 | • **Select 1/** Computer Records |
| 10 | • **Blockbusters/** Macsen |

## 18 Months Ago

| Position | • Title/Publisher |
|---|---|
| 1 | • **Sabre Wulf/** Ultimate |
| 2 | • **Full Throttle/** Micromega |
| 3 | • **Match Point/** Psion |
| 4 | • **Daley Thompson's Decathlon/** Ocean |
| 5 | • **Monty Mole/** Gremlin |
| 6 | • **Micro Olympics/** Database |
| 7 | • **Jet Set Willy/** Software Projects |
| 8 | • **Lords Of Midnight/** Beyond |
| 9 | • **TLL/** Vortex |
| 10 | • **Mugsy/** Melbourne House |

### Slicing The Company Cake

**Take a look at this pie chart and you'll see how the number one honours over the past five months are shared. US Gold, Elite and Ocean take the biggest slice — each of them has had titles at number one for five weeks.**



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# SAI COMBAT

**Mirrorsoft/£7.95**

**Gwyn** There is probably an ancient Japanese proverb that says a man with a big stick can have more fun than a man without a big stick. And that is the philosophy behind *Combat*, a marriage of the unarmed martial art with broom handles, that Mirrorsoft is using to make a late bow into the arena.

*Sai* is more like *Fighting Warrior* than *Exploding Fist*, owing to the use of weaponry. But while the ancient Egyptian game of clobbering each other with staves (or were they supposed to be swords) boasted a plot — albeit a fairly feeble one — this is much more pure combat. Your aim is to attain the highest dan via three falls.

Control is the pretty well standard eight points of the compass with or without fire, which makes joystick control preferable to keyboard. Some of the moves will be recognisable from kung-fu games, including everybody's favourites, the roundhouse and flying kick. The new dimension comes from the jabs and sweeps with the pole, which gives you extra reach plus an additional form of defence. It always takes a while to learn the capabilities o your fighter but when the controls are sensibly arranged, as these are, it soon becomes second nature.

So far, so good, if a trifle unexceptional. What sets *Sai Combat* apart from most of its predecessors is the size of the combatants. While not quite so large as the figures in the first of the martial arts games, Bug Byte's *Kung Fu*, they are bigger than usual. And yet there doesn't seem to be any loss in speed and the animation is excellent. You don't even feel cramped with relatively less horizontal space and I found that involvement was greater.

The finish of the game is superb, with detailed shadows below the figures and a nice oriental tune, plus different backgrounds for different belts. Blows are accompanied by a suitably hard 'thwack!' sound and a coloured starburst of pain — well hard. If you lose a series of bouts you don't need to go back to white belt — pressing space starts you again at your previous level. The various dan are well graded, starting easily enough but getting tricky around grey belt. Naturally there are one and two player options — the latter is useful for practice against a static opponent.

*Sai Combat* is a good, if belated, entry into the genre. Whether you want it will depend on how keen you are on the type of game. If you don't reckon you've had too much already it'll certainly present some welcome variety without risking any unpleasant bruises.

Graphics
Playability
Value for Money
Addictiveness
8




# THE DEVIL'S CROWN







# SHOW JUMPING

**Alligata/£7.95**

**Rick** What do you get if you cross a kangaroo with a sheep? Yeh, a woolly jumper. But there's nothing woolly about this show jumping game that'll leave the family hoarse with delight.

The game is simplicity itself and works precisely because of that. You and your sturdy mount must negotiate a jump ring. You're given a choice of eight mounts, two levels of difficulty, the game has six different courses and up to eight players can take part.

Pre-jump you are given a course map — worth remembering when best speeds are wanted. You're then given one hundred seconds to complete the

**Mastertronic/£1.99**

**Max** Ahem, how can I put this? If you're tired of gaudy, chunky sprites that turn funny colours when they pass over each other ... if the very thought of forty rooms stuffed with killer fish makes you want to run and put your head down the toilet ... if you've been collecting objects since your grandmother learnt to suck eggs ... if I've already put you off, then a little polite advice. *Push off* ... this is a great game.

Legend has it (the sort of legend you get on Mastertronic inlays) that pirates, having secured the Devil's Crown, try and remove the seven jewels thereon and are suddenly struck down by the devil himself. Their ship and its many treasures lies untouched until you, as a diver-come-submarine, attempt to recover the goodies. And just in case seven jewels is too easy, you've got to grab all sorts of stuff first to prove that you're up to the job.

You plunder and blunder your way round the brightly coloured and crowded rooms, avoiding the nasties or shooting them with any pistols you pick up. Keep a watch on your oxygen ... replenish it from ye olde pirates' oxygen tanks that are scattered around. Pick up a lantern to light the darkened rooms. Collect the treasure and try and figure out what all the other junk does. And so on. I reckon you'll need a joystick and probably a colour set as well ... it's just too hard in B&W or from the keyboard. Being able to carry only one object at once is the real clincher though ... the game is hectic to say the least but not so hard it's impossible. At £1.99, it could just be another jewel in your crown!

Graphics
Playability
Value for Money
Addictiveness
**8**

# FRIDAY THE 13th

**Domark/£8.95**

**Gwyn** A blood curdling scream rings from your Spectrum — then... silence! Not even the drip, drip, drip of blood. Just a message saying that owing to memory restrictions sound and music are missing from this version.

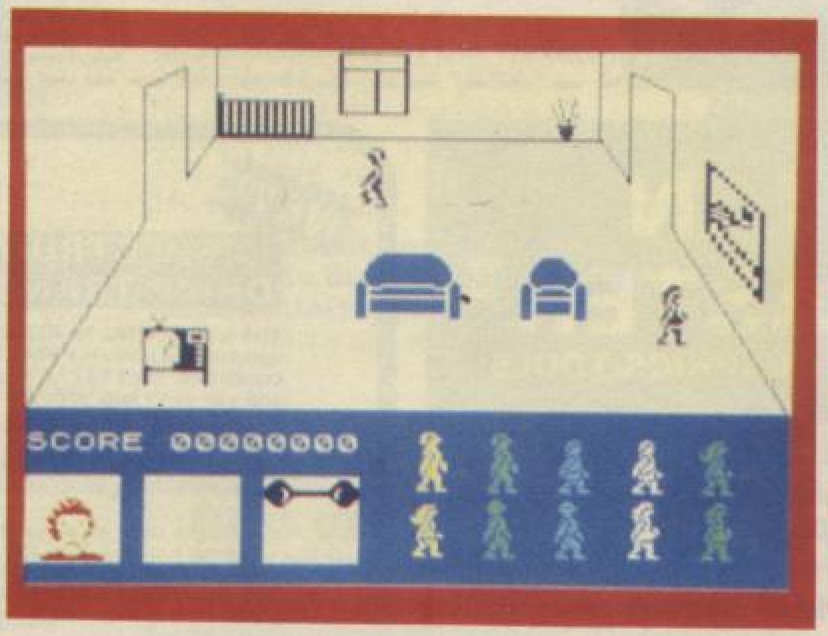
Still, that leaves the terrifying silence as you play with only the hum of the power supply, the wind rustling the trees, whistling through the emply house.... the creak as you slide from your chair, not stiff as a board but bored stiff. Yes, undoubtedly Domark has created a computer nasty — though not in the sense it undoubtedly intended.

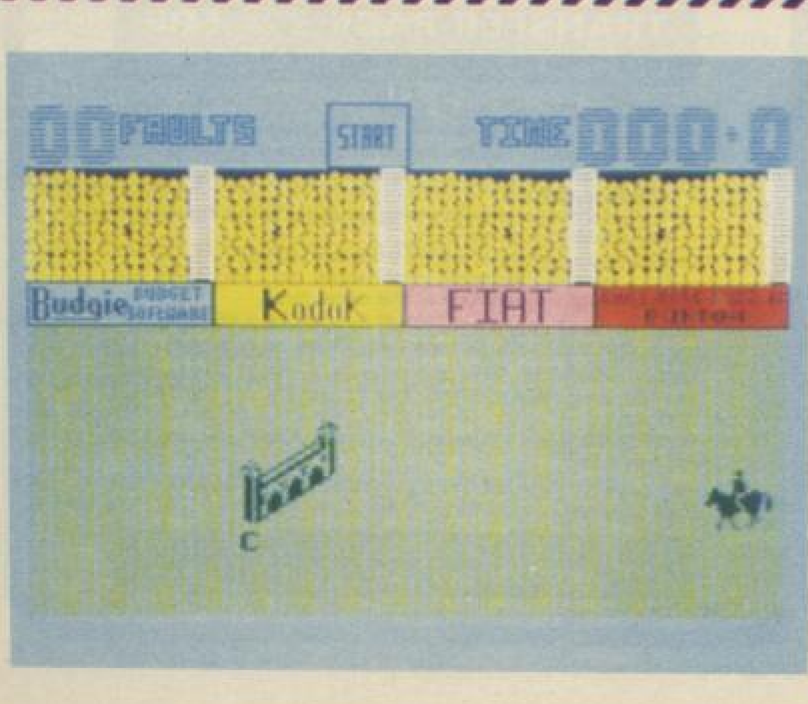
Anybody who has ever seen a Friday the 13th film will know the plot — mass slaughter with a variety of novel weapons. So do Domark allow you to play Jason and massacre the all-American brats in the summer camp? They do not! They expect you to save this bunch of butch bozos and highly strung wimps. This you do by running round the camp site and moving over them. They will then make for the place of sanctuary that you initially established with a cross — only Jason may come and scare them off so you'll need to round them up again. Ever felt like a sheep dog?

The reason this sort of movie never scared me was that I cared less than zilch about the victims. Well, if you thought the cardboard cut-out casts were bad, wait till you see their sprite equivalents. Am I really supposed to sympathise with a badly drawn silhouette in a landscape that looks worthy of Sinclair Basic's finest?

At heart there was the idea for a decent strategy-adventure here — Argus did it with *Alien*. Instead Domark's managed to create yet another program to match the ineptitude of *A View To A Kill*. You get the chance to use a chainsaw, knife or other weapon on Jason who is disguised as a friend — but by then the only thing you'll want to kill is the program cluttering up your ROM!

Graphics
Playability
Value for Money
Addictiveness
**3**




course (usually within a set number of faults) if you wish to move on to the next course. The game is keyboard defineable but it works best on the joystick. Speed (walk to walloping gallop) varies enormously and with the possible control of your horse through 360 degrees your tactics will vary between the Schockomole school of slow and steady and the Harvey Smith hell for leather theory.

The course doesn't scroll but unfolds over several screens. The facility to 'walk the course' as in the real McCoy is a distinct advantage. The only unrealistic facet is that you can go behind jumps — normally faulted — but your average gamer would probably never complete without it.

Having done the hard part well — horse and jump simulation — Alligata falls at the final fence by failing to recognise the thrills of the original sport. The crowd graphics are tinny, no one falls off and the paraphernalia of the ring are missing — why aren't real horse, rider or tournament names used? Three faults for this refusal but a clear round for a game as sweet as a (pony) nut.

Graphics
Playability
Value for Money
Addictiveness
**6**

MORE SCREEN SHOTS ON PAGE 75

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| 5. Breakout | 22. Cars | 40. Voyager |
| 6. Crusher | 23. Stomper | 41. Sketch Pad |
| 7. Startrek | 24. Pinball | 42. Blitz |
| 8. Martian Knockout | 25. Cavern | 43. Fishing Mission |
| | 26. Laser | 44. Mystical Diamonds |
| 9. Boggles | 27. Alien | |
| 10. Alien Attack | 28. Cargo | 45. Galaxy Defence |
| 11. Lunar Landing | 29. The Race | 46. Cypher |
| 12. Maze Eater | 30. The Skull | 47. Jetmobile |
| 13. Microtrap | 31. Orbit | 48. Barrel Jump |
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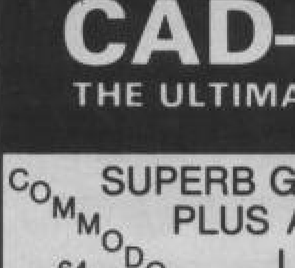
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# W A F A D R I V E

# YS SPECIAL OFFER

**This month *YS* has come up with a real cracker of a money off offer — a Rotronics Wafadrive for under fifty quid. At that price it's a real steal. But if you still need some convincing, you'll find all the facts below. We went to Rotronics and asked all the obvious questions that a prospective buyer would put. Can you afford *not* to find out more...**

**What does a Wafadrive offer me that I can't get from my cassette?**
Speed's the obvious answer — it takes just 40 seconds to load *Spectral Writer*, the free wordprocessor that comes with your Wafadrive from a 16K wafer. But the really big advantage is that you can store programs as files on a wafer. It's a real chore finding where you've put a particular program on a cassette, especially if you've got loads and loads of them on there.

**So just how fast is a Wafadrive?**
Well, it all depends. It depends on the position of the tape in the wafer and it depends on the size of the wafer. But as an average, *Sherlock* on a 64K wafer takes 43 seconds to load. You can usually reckon on about 2K of bytes going in every second plus the access time.

**So it's not as fast as a microdrive?**
That depends as well. You're right, it's not as fast at loading in the data. *But*, if you take into account the Wafadrive's more friendly operating system and its easier command syntax, you'll probably find it takes you no longer to load in a program. All that "m";1; stuff goes straight out the window. It's just LOAD * "filename" and you're away.

**Yes, but what about reliability? The reason I've been put off microdrives are all the stories about how unreliable the cartridges are.**
Microdrive cartridges do have a finite life but there's no way you're going to wear out a wafer cartridge. There's more tape in a wafer than in a microdrive cartridge so it's under less stress. And the protective cover that slides across when the tape's not in use stops people putting their grubby fingers all over your tape.

**What other advantages are there over microdrives?**
Other than performance, you mean? Well now there's price. £49.95's what you'd pay for a microdrive *without* the Interface 1 — the Wafadrive plugs directly into the back of your Speccy, of course. And remember, you get two drives on a Wafadrive just like on a professional system.

**Why are there three different sizes of wafer cartridge?**
That's so you can choose the most appropriate size for the job you want it to do. The larger the memory, the more tape in the cartridge and the longer it'll take to access the files. So, there's no point in choosing a 128K wafer to store programs that you're loading frequently. Much better to develop your programs on a small wafer and then transfer them onto a 64K one that has plenty of storage and medium access times. The 128K wafer is really only useful for archiving because of the longer access times. But when you do want an old program, you can quickly find it by CATing the wafer — try that with all your old cassettes.

**Is the capacity of the wafers exactly 16, 64 and 128K?**
No, that's just for convenience. On average you could expect to get about 75K on a 64K wafer and anywhere up to 140 odd K on a 128.

**Can I connect any full size printer via the Centronics and RS232 interfaces?**
Yes — with the one exception of the MCP 40.

**I'm used to word-processing with *Tasword II* and I'd like to continue with it — is it possible to transfer it to Wafadrive?**
Yes. You can get an information sheet that shows you how to do it direct from Rotronics. For anyone who hasn't used a word-processor, *Spectral Writer* will fulfil all your requirements.

**Is it easy to transfer programs from cassette onto wafers?**
If the programs are in Basic, you've got no problems. Just load them in, then save them onto the Wafadrive. Machine code programs can present more of a problem, especially if they're very large and don't leave around 2K for the Wafadrive Operating System. You'll find the transfer utility on the Rotronics Toolkit wafer very useful. It also includes routines that let you COPY to Epson printers, print graphics from Basic, a printer channel driver, a de-initialise routine and a file utility.



**All this can be yours for just £49.95. The Wafadrive is a smart black box that sits neatly behind your Speccy. With its twin drives and free word processor you're now the proud owner of a really professional system.**

# ALL SYSTEMS GO TO THE NINETEENTH MICROFAIR




Blast off to the Spring ZX Microfair at the Horticultural Hall London SW1 on the 10th May '86. See for the first time at the show Sinclair's New 128K Spectrum plus hardware add-ons and software. Explore those just launched interfaces, programs, hardware, magazines and books. Have a wonderful day out, see everything for Sinclair computers under one roof, just about all you ever wanted for your computer.

Full support for 48K Spectrums and a Big QL Section. Users Clubs and experts will be on hand to answer your technical queries plus bring and buy stand for special bargains. Watch out for fantastic show prices with Big Big savings.

For the show that's out of this world come to the Spring Microfair. Send now for the reduced-price advance tickets on the coupon below.

## THE SPRING MICROFAIR 10th May 1986

**At the Horticultural Hall, Greycoat Street/Elverton Street, London SW1. 10am-6pm**

**Admission: £1.75 (Adults) £1.25 (Kids under 14 years)**




**SEND FOR REDUCED PRICE ADVANCE TICKETS TODAY**

Send to Mike Johnston (Organiser), Dept SU ZX MICROFAIRS, 71 Park Lane, London N17 0HG.

Please send me ______ advance tickets (Adult @ £1.25)

Please send me ______ advance tickets (Child under 14 @ £1.00)

Name: ______________________

Address: ______________________

______________________

______________________

19th ZX MICROFAIR

Please include a stamped, self-addressed envelope and make cheques/POs payable to ZX Microfair

Exhibitors ring Mike or Moira on 01-801 9172 for details of stand availability.

# TASK FORCE

**Are you finding programming a real task? Then may the force of *Ian Hoare* be with you!**

Get your blank tapes and cartridges at the ready 'cos we've absolutely zillions of really useful routines for you this month. **Ian Thompson** from Ripon sent in a helping hand for all those people just aching for an absolute draw facility. Whassat I hear you cry? Well, if you want to draw a line on the Speccy you have to specify how many pixels it's to go up and across the screen. Absolute draw enables you to choose where the line is to end in screen pixel co-ordinates. If you enter 999 for the x co-ordinate in Ian's program you'll exit it, you can alter this if you wish though.

```
10 INPUT "x: ";x;" y: ";y
20 IF x=999 THEN STOP
30 DRAW x- PEEK 23677,y-P
EEK 23678
40 GOTO 10
```

Ian also provided an interesting snippet that'll fascinate those who like seeing pretty patterns on the screen.
PLOT 127,87: DRAW 10,10 n
Where n should be a fairly large number. Why not try these values for n: 1871, 6669, 3343, 991, 2512, 6974, 778, 8440. Ian also suggests you set OVER to both 1 and 0 to see what happens.

● **Pete Craig** from Chesterfield has answered my call for a machine code routine to do graphics dumps that'll work with the Interface 1 RS232 port. The way it's written, it'll work with all compatible printers. If your HR5 doesn't do line feeds in graphics mode of n/72" from ESC;"A";n, then you can alter both the code, and the number of linefeeds, by changing the DATA near the beginning of the source code. The fourth byte in the line labelled "DATA" counts the number of line feeds sent.

I've found that some HR5 printers send a 1/36" while others send a 1/18" line feed, so you'll have to experiment if you don't get the perfect image first time. Don't worry, you won't do any harm so long as you keep the same number of DATA bytes. Once you've got the routine working as you want it, you'll be able to use it at any memory location, provided it's called from Basic. And it's relocatable so long as the BC register pair contains the address of the start of the routine — but that's usual when it's called from Basic.

```
0000        ORG  40000
0010 ESC    EQU  27
0020 PIXEL  EQU  22AAH
0030 OPEN#  EQU  1601H
0040 BEGIN  JR   START
0050 Y_ADD  DEFB 175
0060 DATA   DEFB ESC,"A",8
,1,10,ESC,"K",0,1
0070 START  LD   HL,2
0080        ADD  HL,BC
0090        PUSH HL
0100        POP  IX
0110        INC  HL
0120        LD   A,3
0130        PUSH HL
0140        CALL OPEN#
0150        POP  HL
0160        LD   B,3
0170 INIT   LD   A,(HL)
0180        RST  16
0190        INC  HL
0200        DJNZ INIT
0210        LD   (IX+0),175
0220 NEWLN  PUSH HL
0230        LD   B,(HL)
0240        INC  HL
0250 LFEED  LD   A,(HL)
0260        RST  16
0270        DJNZ LFEED
0280        INC  HL
0290        LDC  B,4
0300 NEWLP  LD   A,(HL)
0310        RST  16
0320        INC  HL
0330        DJNZ NEWLP
0340        XOR  A
0350        LD   D,A
0360        LD   B,A
0370 NXTBT  PUSH BC
0380        LD   E,0
0390        LD   B,(IX+0)
0400        LD   C,D
0410        CALL PIXEL
0420        LD   C,8
0430        LD   B,A
0440        INC  B
0450 BYTE   PUSH BC
0460        LD   A,(HL)
0470 POINT  RLCA
0480        DJNZ POINT
0490        AND  1
0500        OR   E
0510        LD   E,A
0520        RLC  E
0530        INC  H
0540        POP  BC
0550        DEC  C
0560        JR   NZ,BYTE
0570        LD   A,E
0580        RST  16
0590        INC  D
0600        POP  BC
0610        DJNZ NXTBT
0620        POP  HL
0630        LD   A,(IX+0)
0640        SUB  8
0650        LD   (IX+0),A
0660        JR   NC,NEWLN
0670        LD   A,ESC
0680        RST  16
0690        LD   A,"2"
0700        RST  16
0710        LD   A,10
0720        RST  16
0730        LD   A,13
0740        RST  16
0750        RET
0760 FINIS  END
```

To use this routine with your Interface 1, just do the usual FORMAT "b"; baudrate: OPEN# 3; "b" to set up the RS232. It's now ready to send data to the printer. Whenever you want to do a screen dump, RANDOMIZE USR address will work just fine. Oh and don't forget to close the channel afterwards.

One last thing, one of my Micronet friends **Colin Maclaren** has discovered that this routine prints the top pixel line at the bottom of each line, though it works fine for me. If you do experience this, his solution is to put in RRC E at line 565.

● Now, do you remember in issue 2, I asked if anyone had found a use for VAL$? Well, Stone me if **Jim Greenwood** hasn't come up with one. Let me quote from his letter. "I was writing a program for recording details of software that involved holding several arrays. These contained such data as title, author, publisher and each of them was a different size with elements of a different length. Now I found that when I was extracting an entry to modify it I ended up with several commands like IF n=? THEN LET w$="?$(?)". But the subsequent coding for operating on the workspace w$ was the same.

But if I set up an extra array containing only the identifying letters of the actual data arrays, I could then use a VAL$ function to extract a line from any one of the arrays with a single command. Have a look at this listing. It's pretty trivial but it'll give you an idea of how it works.

```
 5 DEF FN a$(a$,a)=a$(a)
10 LET z$="abcde"
20 LET a$="ABCDE": LET b$
="FGHIJ": LET c$="KLMNO":
LET d$="PQRST": LET e$="U
VWXY"
70 FOR a=1 TO 5: FOR  b=1
TO 5: PRINT FN a$(VAL$ (z
$(a)+"$"),b): NEXT b: PRI
NT : NEXT a
80 STOP
```

"There are two restrictions though. Firstly, you can only use this technique as a parameter in a function call — try to use it as a direct command, and you'll get a 'Nonsense in Basic' error message. Secondly it can only be used one way — you can't use it to put data back into one of the arrays, because an FN statement can only appear on the right hand side of an equation."

Ah, but what about DEF FN a(b)=b— 256* FN c(b)?

Jim has also sent in a solution to my puzzle about the bug in **Peter Craik**'s scroll routine from issue 2. In fact, he pointed out *two* bugs, though I must admit, one of them was a slip-up on my part — in line 30, the second '=' should be a '—' sign! His solution to the problem is to change just two lines, 110 and 130 as follows:
110 FOR b=8 TO 1 STEP −1
130 PRINT AT a+1, 0;c$;AT a,0;b$
But he also goes on, "At the risk of being a spoil-sport, I've got a quicker way of doing it that uses string slicing. I use it in a word processing program I wrote.

```
200 DIM a$(32*44): LET a$(
673 TO 704)="The fastest B
ASIC scroll around!"
210 FOR a=1 TO 705 STEP 32
: PRINT AT 0,0;a$(a TO a+7
03): NEXT a
230 STOP
```

"Quicker? — 'that's not any quicker!', you cry! But the above routine is scrolling 704 bytes not 32, so it's 22 times faster! Plus it has one advantage that's essential in a word processor — it's not messing around with CHARS (system variable) so the text remains readable all the time. And the technique can be used for scrolling backwards or forwards, simply by changing the value of the pointers."

What can I say to that lot? Except, thanks Jim. I'm looking forward to hearing a lot more from you in the future. But that's all we've got room for this time. See you next month.

**EVERY ONE A 'WINNER!'**

All letters win a YS badge

● *If you've got a program that's a little more than just routine, send it to Ian Hoare, Task Force, Your Sinclair, 14 Rathbone Place, London W1P 1DE.*

# NETWORDS

**If you've slipped through the Micronet, now's the time to find out what you've been missing. *Rachael Smith* is a recent recruit who's been caught hook, line and sinker by the system.**

Hey— you! Yes — you —the lonely little Spectrum lurking in the corner. Spending all your life alone, with only a games cassette to keep you company? Didn't you know that you could be talking to other Spectrums, flying space missions . . . even getting a job?

Micronet's the name — a lonely hearts club for Speccies (and their owners) all over the country. It started as a cordoned off corner of Prestel, the mainly-for-businesses service run by Telecom — as a web of communicating computers forming a club courtesy of the telephone lines, with its members tapping in messages late into the night. In January of this year it boasted nine million frame accesses and it's become a major part of the system, with foreign countries using it as the basis for their networks.

Okay — so I'm interested . . . but I'm still not sure what it is, so: **A**) *How do I get involved)* **B**) *Will I need a degree in electronic communications?* **C**) *A PhD?* **D**) *Does it hurt?* The answers to questions B, C *and* D are No, Nein and Nej. For A — read on . . .

**Dear Rachael . . .**
**Can you tell me how to 'log-on', as I believe the 'hip types' call it?**

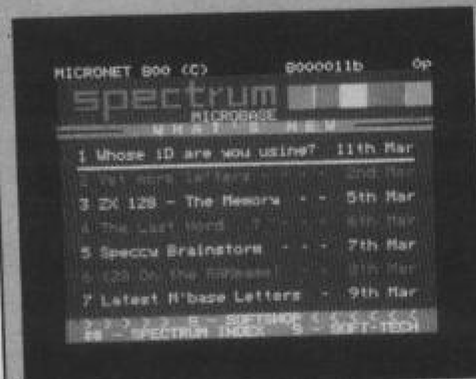
*Dear Dave — You don't want to remain the silent-but-puny type forever. Well, you can't just go plugging your Spectrum into the telephone lines, you know. First you'll need a* **modem** *(another expression to casually drop into conversations if you want to look* **trendy***) which shoves your computer communications down the phone line. Luckily the price of these little black boxes (or* **thingies***, as we call them in the trade) has plummetted recently so they needn't cost an arm and a leg.*

*Then you're going to need one of those ever-so-up-to-the-minute phone sockets to plug into, because honestly, Dave (I can call you Dave, can't I, lovey) the old accoustically coupled types just didn't cut it. Then you plug the computer into the modem, the phone into the modem and the modem into the phone socket and . . . simple, wasn't it?*

*But you're not there yet. You still need to open your wallet and say (after me) 'Take your subscription'. Go on — you can do it — and it won't hurt too much. In fact it's only £16.50 per quarter, which is only £1.26.92307 a week or just over 18p a day — the cost of a Mars bar, and Micronet doesn't rot your teeth. Dial strategically after 6pm or at weekends when it's local cheap rate and avoid the Prestel charges of 6p a minute so that being 'on the net' need cost no more than 50p an hour — which is pretty cheap compared with that other little 'hobby' of yours, isn't it, sicko?! And for that you get access to Prestel and its related services, plus the other main network — Compunet — and a host of smaller scale bulletin boards.*

*Follow my advice, dearie, and you'll truly be à la mode-m.*

**• Let us Spray . . .**
***Graffiti* is more like those ongoing conversations you find on toilet walls — only not quite as obscene and without the phone numbers promising a good time! Instead there are running jokes and a friendly swopping of insults between members.**




**MICRONET Specboard**

**The Exclusively Clive Club**
**No computer club would be complete without its special members section. So, it comes as no surprise that Micronet caters for its Spectrum subscribers in a big way. The Spectrum Microbase is filled with news, views, reviews for the machine, plus a help-line for anybody who's having machine specific problems. One of the great advantages of electronic publishing is its speed, so new Spectrum developments can be on screen in a matter of hours.**

*• Here's another example of Micronet's nested pages. Following the dedicated Spectrum trail could lead you to the Gallery and a specialist magazine there. And if you're looking for a particular peripheral or program there are even Spectrum Swop Shops.*

**• Exchange and Mart**
**Ever spent a happy five minutes browsing through the cards in a newsagent's window? You'll be able to spend rather longer looking at Micronet's small ads and won't get cold feet into the bargain. Anything from micro specific items to general goods could turn up in the *Swop Shop* — and if it's people and not possessions you're looking for there's even a Contacts sections. My ad's the one for tall, dark handsome millionaire with own yacht — because I'm looking for both!**




**MICRONET Midnight Micronetters Club**

**Thriller**
**It's after midnight . . . Okay, it doesn't have to be beyond the witching hour to use this club within the club, but the activity is at its most brisk later in the day.**

**The real high spot of the *MMC* has to be its very own Agony Aunt. She invites you to lay your problem on the line and then proceeds to soothe it in front of an audience of voyeuristic computer buffs. Pseudonyms aren't just an option — anonymity would have to be complete to get me on here. One or two of the troubled seem to have their tongues firmly in their cheeks (maybe that's their problem) but others are just the sort of things a trained Katie Boyle could lance.**

*• The general friendly, silly chattiness of the MMC — where members have their own mailboxes — reminded me rather of late night local radio programmes.*

**• You said How Much?**
**If you're afraid that those all night attempts at the *Round Britain Race* may be breaking your bank, you can consult your current bill on page 92. Be warned though — that'll only be the bill for the computer that you're connected to.**

**Other services from the business end of running Micronet include a Letters to the Editor slot, Security and Password changing and, of course, Help desks, should something go terribly wrong.**

## • Get Ed-ew-kat-ied

**Those of a more serious disposition will be well pleased with Micronet's educational opportunities. There are sections to learn the basics of Basic, or other languages for that matter, or maybe you'd prefer to be naturally intelligent about the artificial variety — there's a specialist section for you too, full of news and information on the ever developing world of A.I. And while Micronet would be the first to admit that you'll never le rn everything from screens of text, it provides for this with comprehensive book lists. So the old technology wins out in the end!**




**MICRONET Logging On Box**

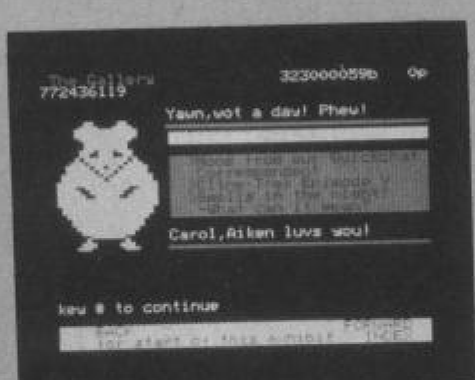
### Welcome to the friendly world of computers!

Getting onto Micronet is easy — providing you're supposed to be there.

The way in is via Prestel, and to reach that you'll need your personal Identity Number and Password. Prompted by the modem simply type in your i.d. then the password, which you're advised to change on a regular basis. You'll also have to dial the local computer, of course — a three digit number.

You're into Prestel now, and if it's your first time you'll find a message already waiting in your personal mailbox, just to make you feel welcome. But probably you'll be in a hurry to look at the wonders of Micronet. 800 is the number to remember. That's the front page, and providing you're a fully paid up member of the club who's not been breaking the rules you'll be able to walk right in.

At first the best way to find your way is just to walk around. Single numerical key strokes take you forward by different routes, or Enter — shown as # — simply moves onto the next page.




**MICRONET Gallery**

### The New Technology

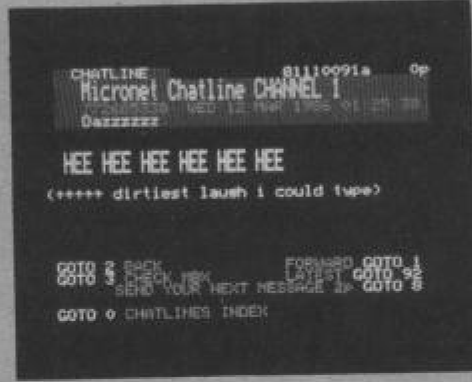
Now this is it — the section for all of you budding Rupert Murdochs and Eddie Shahs out there.

First thing is to get on the waiting list for gallery pages. You'll have to pay a small sum for them, but once your turn comes round they're yours for the duration. A quick rifle through the pages of these electronic magazines revealed ones dedicated to everything from computer games to pirate radio. Reading costs nothing, and once you've accessed a title from the index you can leaf backwards and forwards through the pages at will.

*• Give some thought to how you use your pages — after all, the opportunity to reach so many people with your ideas is previously unparalleled.*

## • Sprouts from your Spectrum

**Pundits tell us that in the future we'll do all our shopping from in front of the TV, ordering via the telephone lines. In a limited fashion it's already available from Micronet — in fact you may already be able to buy your weekly groceries if you live in some areas of the country (but quite how do you check those avocadoes are ripe with a micro?).**




**MICRONET Chatlines**

### Can You Hear Me?

Idling away an hour or two in conversation is an important part of any club — and Micronet's no exception. There are two different types of Chatline. On the Daisy Chatline messages are held in a daisy chain arrangement, so that previous contributions to on-going debates can still be accessed by leafing backwards. The Quickchat lines have the slogan 'Blink and you'll miss it' and at peak hours you won't be able to dawdle over the long words.

At first it's probably wise to sit back and watch what happens. The Chatlines include specialist areas as well as general ones. There's Music, or Adventure hints and tips and even a highly used Gayline.

Once you feel ready to join the great debate just tap the number option for sending a message then type it in with the standard keyboard. Don't worry — you'll be given the opportunity not to send it before you press Enter and consign it to the public gaze.

*• / embers often use nicknames on the Chatlines, but Mailbox numbers are shown if you want to continue a more discrete tête à tête. This is known as MBX-ing — yes, Micronet too has its own body of slang.*

## • Soft Shopping

**One advantage of belonging to Micronet is the chance to download free software. That's right — I said *free!* — and while the programs aren't likely to set your micro on fire there are some useful and varied things over the year. You can also make respectable savings on commercial programs, including chart toppers, if you download then save to tape.**



**MICRONET Starnet**

### Captain's Log . . .

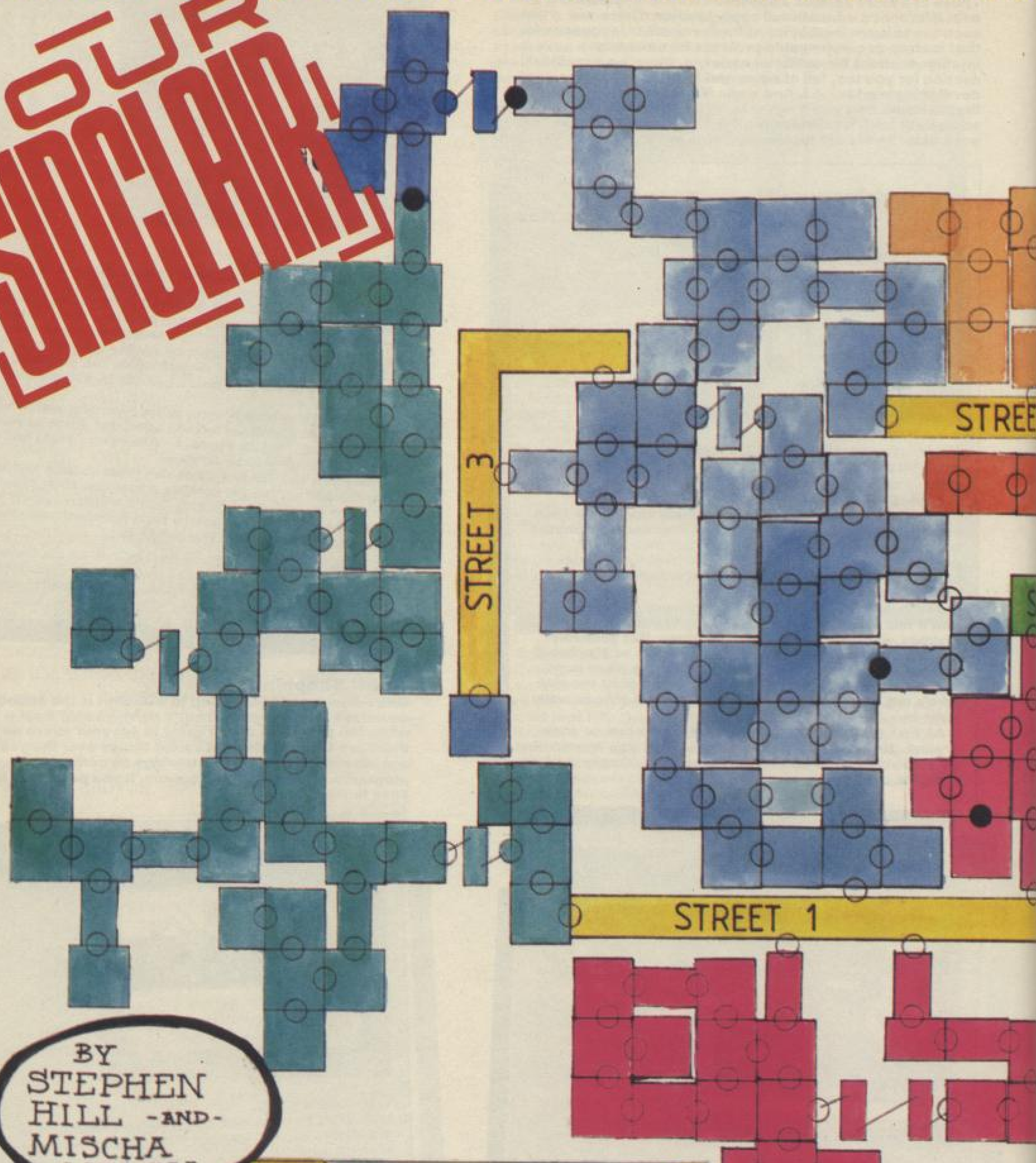
Like *Elite*? Ever wished it was bigger? With actual opponents to play against? Then sign up with the *Starnet*, Captain.

*Starnet* is a game of space trading and conquest. It's a computerised version of that age old idea, the play by mail game. Of course it costs a bit to register and take your turns as you zoom around trying to become big cheese in the galaxy. There are *Starnet* Chatlines and magazines in the Gallery pages, and you can always Mailbox other star captains to plan secret alliances and trading links. As with the rest of Micronet, playing is incredibly friendly, so you only expend thought on your strategies.

*• Starnet isn't only Micronet game. There are also competitions like the Round Britain Race — a treasure hunt in which you never need to leave your armchair. A series of clues let you move your cursor round a map of Britain, and there's a cash prize at the end of it all.*

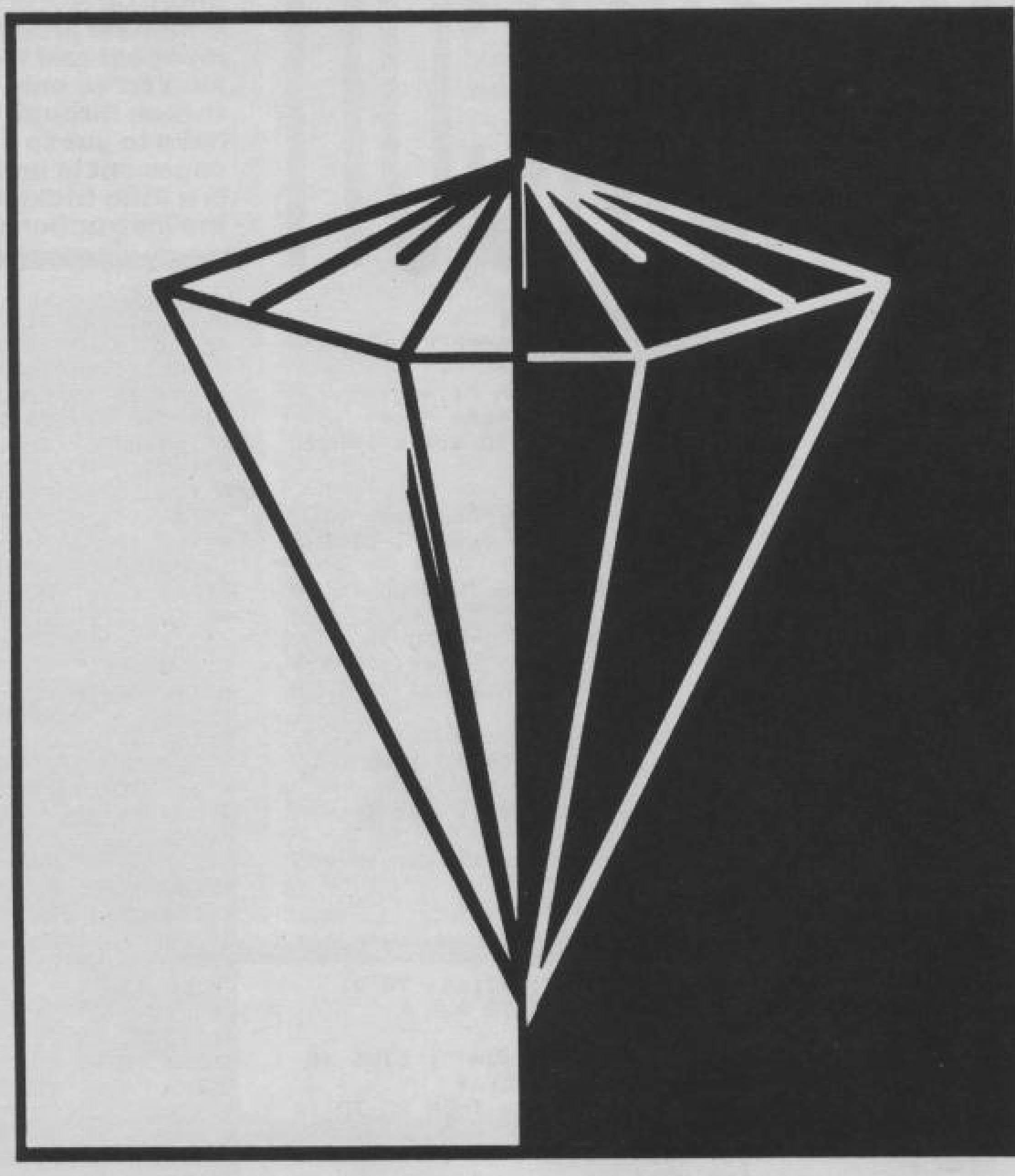
## • Find Yourself a Job

**A new-ish service on Micronet is its Job-Search, which is attracting a good number of advertisements — even if they are primarily for work with computers. If you fancy going it alone, instead, there's Bizznet, which provides an information and advice service for small businesses, with experts on line to offer advice.**


STREET 3
STREET 1
STREE
S


BY STEPHEN HILL -AND- MISCHA WELSH


"NEVER TRUST A WOMAN!"



# PROGRAM POWER

## PULL-OUT

## TWO GREAT GAMES

### SHORT CIRCUIT
### MOONIRON

# SHORT CIRCUIT

**by David Green**

***Short Circuit* is an amazing *Tron* grid-style program but it's the meanest and toughest of them all. You've only a small window to look through so you really have to guess what your opponent is up to. The program is a little tricky to enter so follow the instructions carefully.**

## The Basic Loader

**Type this in and save it onto tape with SAVE"sc"LINE 0**

This program is available on Digi'T'ape

```
  10 REM Short circuit loader
  20 REM ====================
  30 REM © David Green 1986
  40 BRIGHT 1: PAPER 0: INK 7: B
ORDER 0: CLEAR 36000
  50 DATA 17,34,68,136,17,34,68,
136
  60 FOR n=USR "a" TO USR "a"+7:
 READ a: POKE n,a: NEXT n
  70 POKE 23659,0: PRINT "▒▒▒▒▒▒
▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒": FOR
 n=0 TO 21: PRINT "▒";TAB 31;"▒"
: NEXT n: PRINT "▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒
▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒": POKE 23659,2
  80 PRINT AT 3,4;"▒▒▒▒ ▒▒▒ ▒ ▒▒▒▒
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  90 PRINT AT 9,2;"▒▒▒▒▒ ▒ ▒▒▒▒▒ ▒
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▒▒▒▒ ▒▒▒▒▒ ▒  ▒▒▒  ▒"
 100 BRIGHT 0: PRINT AT 17,5;"HI
GH";AT 18,5;"TECH    © D.Green 1
986";AT 19,5;"SOFT"
 110 DATA 0,0,3,4,3,4,3,4,12
 120 FOR n=1 TO 9: READ a
 130 BEEP .1,a: BEEP .1,a-12
 140 NEXT n: BEEP .5,0: BEEP .1,
-12
 150 DATA ".....Ready to fight ?
....."
 160 DATA "....Combat in progres
s...."
 170 DATA "....Opponent destroye
d...."
 180 DATA "All destroyed - Kill
bonus"
 190 DATA "......** defeated **.
....."
 200 DATA "........Game  Over...
....."
 210 LET a$=""
 220 FOR n=1 TO 6: READ b$: LET
a$=a$+CHR$ 22+CHR$ 22+CHR$ 31+"
>.."+b$+"..<": NEXT n
 230 FOR n=1 TO LEN a$: POKE 371
19+n,CODE a$(n): NEXT n
 240 INK 0: PRINT AT 20,3;: LOAD
""CODE : PRINT AT 20,3;: LOAD "
"
 250 REM
```

## The Hex Loader

**Enter this loader if you haven't already done so for a previous YS program and save it to a different tape.**

```
   1 REM General Hex Loader
   2 POKE 23658,8
   3 INPUT "Start Address ";star
t
   4 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
   5 CLEAR start-1
   6 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
   7 INPUT "Length ";length
   8 INPUT "File Name ";f$
  10 FOR i=start TO start+length
 STEP 8
  20 LET cs=0
  30 PRINT AT 0,0;"Address ";i
  40 INPUT "Hex 8 Bytes", LINE a
$
  60 IF LEN a$<>16 THEN GO TO 10
00
  80 LET f=0: FOR j=1 TO 16
  90 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN LET f=1
 100 NEXT j
 105 IF f=1 THEN GO TO 1000
 110 FOR n=0 TO 7
 120 LET y=CODE a$(1)-48: IF y>9
 THEN LET y=y-7
 130 LET z=CODE a$(2)-48: IF z>9
 THEN LET z=z-7
 140 LET va=16*y+z
 150 LET cs=cs+va
 160 POKE i+n,va
 165 PRINT AT 2,n*3;a$( TO 2)
 170 LET a$=a$(3 TO )
 180 NEXT n
 183 INPUT "Checksum "; LINE a$
 184 PRINT AT 2,25;a$
 185 IF VAL a$<>cs THEN GO TO 10
00
 187 CLS
 190 NEXT i
 200 CLS : PRINT "SAVE CODE AFTE
R BASIC LOADER."''"REMOVE EAR LE
AD"
 210 SAVE f$CODE start,length
 220 CLS : PRINT "VERIFYING"
 230 VERIFY ""CODE
 240 CLS : PRINT "ALL OK": STOP
1000 PRINT AT 15,0;"ERROR": GO T
O 20
```

## The Hex Data

**Run the Hex Loader and answer the three questions with 40960, 1750 and shortcode respectively. Now type in the Hex Data as prompted and save the code after the first Basic part.**

```
40960 16 0C 1F 10 07 13 01 35 =161
40968 C5 D5 E5 DD 21 00 A0 DD =1274
40976 70 01 DD 71 02 DD 77 07 =796
40984 3E 02 CD 01 16 DD E5 D1 =951
40992 01 08 00 CD 3C 20 E1 D1 =740
41000 C1 C9 C5 D5 E5 11 F2 03 =1295
41008 AF ED 52 11 21 58 06 15 =659
41016 C5 01 15 00 ED B0 01 4F =712
41024 00 09 E5 21 0B 00 19 EB =542
41032 E1 C1 10 EC E1 D1 C1 C9 =1498
41040 C5 E5 D5 3E 02 CD 01 16 =931
41048 D1 01 24 00 CD 3C 20 E1 =768
41056 C1 C9 21 EB AC 01 DE 03 =1057
41064 E5 D1 13 36 18 ED B0 16 =970
41072 50 1E 01 06 14 36 18 23 =250
41080 10 FB 78 FE 09 28 19 0E =732
41088 08 06 08 36 00 23 10 FB =378
41096 36 08 23 0D 20 F3 06 08 =399
41104 36 00 23 10 FB 1C 18 09 =417
41112 06 50 36 08 23 10 FB 1E =480
41120 01 15 20 CF E5 D1 13 36 =772
41128 18 01 F2 03 ED B0 C9 E5 =1113
41136 11 01 00 19 7E E1 FE 50 =728
41144 28 19 E5 11 FF 00 19 7E =717
41152 E1 FE 50 28 0E E5 11 64 =959
41160 00 19 7E E1 FE 50 28 03 =753
41168 11 9C FF 36 00 19 7E FE =887
41176 50 28 F8 AF ED 52 7B FE =1239
41184 64 28 09 FE 9C 28 05 11 =621
41192 64 00 18 03 11 01 00 19 =170
41200 7E FE 50 28 DE AF ED 52 =1216
41208 E5 21 00 00 AF ED 52 EB =991
41216 E1 19 7E FE 50 C0 18 CB =1129
41224 21 E2 B0 0E 08 E5 06 50 =772
41232 11 64 00 7E B7 20 02 36 =514
41240 08 19 10 F7 E1 11 09 00 =547
41248 19 0D 20 E9 21 FA B3 0E =779
41256 08 E5 06 50 7E B7 20 02 =666
41264 36 08 23 10 F7 E1 11 84 =734
41272 03 19 0D 20 EC C9 E5 2A =781
41280 06 90 23 7C FE 37 20 07 =657
41288 2A 78 5C 7C E6 1F 67 22 =776
41296 06 90 7E E1 C9 C5 E5 21 =1161
41304 05 90 E5 7E 3C FE 0A 20 =860
41312 05 36 00 2B 18 F5 77 E1 =715
41320 01 1D 06 7E C6 30 C5 06 =611
41328 0A CD 08 A0 C1 0D 2B 10 =648
41336 F2 E1 C1 C9 1B 7A B3 20 =1221
41344 FB C9 CB 7C C0 C5 D5 E5 =1610
41352 CD B5 03 E1 D1 C1 C9 CD =1422
41360 82 A1 25 25 CD 82 A1 24 =897
41368 24 2B 10 F3 C9 CD 82 A1 =1035
41376 25 25 CD 82 A1 24 24 23 =677
41384 10 F3 C9 00 00 00 00 00 =460
41392 00 00 37 30 14 31 30 01 =221
41400 21 AB A1 11 00 90 01 0D =540
41408 00 ED B0 CD 3E A1 06 1E =877
41416 C5 21 64 02 11 03 00 CD =557
41424 BF A1 C1 16 05 CD 7C A1 =1014
41432 78 D6 02 47 20 EA C3 51 =949
41440 A2 0E E0 0E FF 07 20 0E =722
41448 01 FF 64 59 0E 01 07 E0 =691
41456 0E FF 0E 20 0E 01 07 E0 =561
41464 FF 84 58 0E 01 0F 20 FF =792
41472 92 58 0E FF 0E 20 0E 01 =564
41480 07 E0 0E FF FF 44 5A 0E =927
41488 01 07 E0 0E FF 07 E0 0F =747
41496 01 FF 84 58 07 20 0E 01 =530
41504 07 E0 0F 20 FF 84 58 0E =767
41512 01 07 20 0E FF 0E 01 07 =331
41520 20 0F FF FF 84 58 0E 01 =792
41528 07 20 0E FF 07 20 0F 01 =363
41536 FF 8B 58 0F 20 FF 84 58 =1004
41544 0E 01 0E 20 0E FF 0E E0 =568
41552 00 11 00 91 CD 50 A0 CD =812
41560 62 A0 21 00 02 22 82 5C =549
41568 21 52 5A 22 14 90 3E 38 =521
41576 32 81 5C 21 5D C0 CD 2A =836
41584 A0 21 E1 A1 7E B7 CA CB =1293
41592 A2 FE FF 20 31 E5 11 03 =1001
41600 00 06 32 2A 82 5C E5 CD =754
41608 9D A1 E1 1E 32 19 22 82 =812
41616 5C 21 5D C0 CD 2A A0 E1 =1042
41624 23 5E 23 56 23 ED 53 14 =625
41632 90 3A 81 5C 32 48 5C EE =875
41640 08 32 81 5C 18 C6 47 23 =607
41648 5E 23 E5 16 00 CB 7B 28 =746
41656 02 16 FF 2A 14 90 3A 81 =672
41664 5C 77 19 10 FC 22 14 90 =702
41672 E1 18 A9 AF 32 48 5C CD =1012
41680 62 A0 21 5D C0 CD 56 A6 =1033
41688 11 24 91 CD 50 A0 06 03 =652
41696 C5 16 32 CD 7C A1 21 00 =792
41704 03 11 01 00 06 46 CD 9D =459
41712 A1 C1 10 EC 11 01 00 CD =829
41720 9D A1 CD 8F A1 CD 8F A1 =1336
41728 3A 0C 90 F5 C6 30 32 0D =768
```

```
41736 90 01 1D 10 CD 08 A0 21 =596
41744 FF FF 22 14 90 21 FA 00 =991
41752 22 0E 90 C1 21 16 90 11 =601
41760 0E B2 73 23 72 23 36 01 =546
41768 23 36 00 23 E5 21 84 03 =521
41776 19 EB E1 10 ED C3 71 A3 =1209
41784 01 01 00 CB 43 28 02 0E =328
41792 64 C5 D1 CD 3E A1 CB 47 =1208
41800 20 09 E5 21 00 00 AF ED =715
41808 52 EB E1 E5 19 7E E1 B7 =1330
41816 C8 FE 08 C8 E5 21 00 00 =924
41824 AF ED 52 EB E1 E5 19 7E =1334
41832 E1 B7 C8 FE 08 C8 1E 00 =1100
41840 C9 3A 0C 90 47 2A 0E 90 =686
41848 22 10 90 21 16 90 C5 E5 =819
41856 5E 23 56 23 4E 23 46 7A =555
41864 B7 CA 0C A4 EB C5 D1 36 =1256
41872 50 CD 3E A1 E6 7F FE 01 =1120
41880 20 0C D5 CD 38 A3 7B B7 =987
41888 20 03 D1 18 01 C1 19 7E =613
41896 B7 CA 04 A4 FE 08 CA 04 =1021
41904 A4 AF ED 52 CD 38 A3 7B =1205
41912 B7 28 04 19 C3 04 A4 11 =632
41920 48 91 CD 50 A0 3E 0F 32 =789
41928 81 5C 3E 10 32 48 5C 36 =567
41936 00 E5 CD AF A0 E1 CD AF =1374
41944 A0 CD 08 A1 06 05 CD 55 =835
41952 A1 10 FB 21 14 05 22 10 =536
41960 90 3A 0D 90 3D 01 1D 10 =466
41968 CD 1C A4 32 0D 90 FE 30 =906
41976 20 05 C1 C1 C3 0A A5 16 =815
41984 00 C3 0C A4 36 38 00 00 =481
41992 00 D5 C1 EB E1 73 23 72 =1130
42000 23 71 23 70 23 C1 05 C2 =722
42008 7E A3 18 06 F5 CD 08 A0 =937
42016 F1 C9 2A 12 90 ED 5B 14 =994
42024 90 7B 32 76 5C 36 28 3E =683
42032 F7 DB FE CB 67 20 03 11 =1078
42040 FF FF CB 47 20 03 11 9C =992
42048 FF 3E EF DB FE CB 67 20 =1367
42056 03 11 64 00 CB 5F 20 03 =453
```

```
42064 11 9C FF CB 57 20 03 11 =770
42072 01 00 3E FB DB FE CB 47 =1061
42080 20 03 11 64 00 3E 7F DB =560
42088 FE CB 5F 20 03 11 FF FF =1114
42096 CB 57 20 03 11 01 00 19 =368
42104 7E B7 28 0A FE 08 28 06 =667
42112 AF ED 52 C3 D9 A5 36 78 =1245
42120 3A 78 5C 47 3A 78 5C B8 =795
42128 28 FA CD 2A A0 22 12 90 =893
42136 ED 53 14 90 3A 81 5C B7 =946
42144 28 0D 3D 32 81 5C B7 20 =600
42152 06 11 24 91 CD 50 A0 ED =886
42160 5B 10 90 3A 09 90 67 2E =611
42168 00 E5 D5 21 14 00 11 03 =515
42176 00 CD B5 03 D1 D5 CD 7C =1140
42184 A1 D1 E1 AF ED 52 CB 7C =1416
42192 28 E7 3E 07 32 48 5C 2A =596
42200 0E 90 2B 7C B7 CC BF A5 =1068
42208 00 3A 76 5C 47 3A 14 90 =561
42216 B8 28 12 CD 3E A1 E6 1F =931
42224 C6 0A 5F 16 00 19 7C FE =728
42232 02 20 02 26 01 22 0E 90 =267
42240 C3 71 A3 C5 71 19 10 FC =1074
42248 C1 C9 06 46 0E 00 21 00 =517
42256 04 C5 E5 21 4A 59 06 02 =634
42264 11 01 00 CD 03 A5 11 20 =440
42272 00 CD 03 A5 11 FF FF CD =1105
42280 03 A5 11 E0 FF CD 03 A5 =1037
42288 11 DF FF 19 79 C6 08 4F =926
42296 00 00 04 04 78 FE 16 20 =436
42304 D7 E1 01 96 00 11 07 00 =615
42312 AF ED 42 CD 82 A1 AF ED =1386
42320 42 CD 82 A1 AF ED 42 CD =1245
42328 82 A1 09 09 7C FE 01 20 =720
42336 03 21 00 04 C1 78 E6 07 =590
42344 17 17 17 4F 10 A3 AF 32 =552
42352 48 5C 11 6C 91 CD 50 A0 =879
42360 06 0A 21 64 00 C5 06 0A =362
42368 CD 55 A1 10 FB 06 14 C5 =941
42376 06 1E 11 01 00 E5 CD BF =631
42384 A1 E1 C1 10 F2 11 FB FF =1360
```

```
42392 19 C1 10 E1 21 09 90 35 =698
42400 7E FE 10 20 01 34 23 23 =551
42408 23 34 7E FE 0A 20 01 35 =563
42416 2B 2B 34 7E FE 3A 20 04 =612
42424 36 30 23 34 C3 C6 A5 7D =872
42432 FE A0 20 01 23 C9 21 0A =726
42440 90 01 1F 0E 7E CD 08 A0 =689
42448 23 0D 7E CD 08 A0 C3 CB =945
42456 A2 CD 2A A0 11 90 91 CD =1080
42464 50 A0 06 00 CD 3E A1 6F =785
42472 26 01 11 01 00 CD 82 A1 =553
42480 21 48 5C 70 21 6B 59 70 =650
42488 10 EA 18 30 C5 E5 79 32 =919
42496 48 5C 11 E1 FF CD 03 A5 =1034
42504 11 21 00 CD 03 A5 11 1F =471
42512 00 CD 03 A5 11 DF FF CD =1073
42520 03 A5 60 06 05 CD 3E A1 =703
42528 6F 11 01 00 CD 82 A1 10 =641
42536 F4 E1 C1 C9 04 2B 0E 30 =972
42544 CD FC A5 0E 00 CD FC A5 =1258
42552 78 FE 0A 20 EF 21 08 90 =840
42560 34 7E 01 1F 0C CD 08 A0 =595
42568 7E FE 35 CA BB A6 16 FA =1212
42576 CD 7C A1 C3 CB A2 CD 2A =1297
42584 A0 22 12 90 C9 06 15 21 =617
42592 21 58 11 00 0B D5 C5 06 =562
42600 15 11 01 00 CD 03 A5 11 =429
42608 0B 00 19 C1 D1 E5 D5 21 =913
42616 02 00 EB CD 82 A1 24 CD =974
42624 82 A1 D1 E1 7B C6 0A 5F =1151
42632 10 DB C9 11 B4 91 CD 50 =1063
42640 A0 0E 50 CD 5D A6 0E 00 =732
42648 CD 5D A6 06 32 3E 50 32 =712
42656 48 5C 21 00 02 11 03 00 =219
42664 CD 82 A1 AF 32 48 5C 26 =923
42672 04 CD 82 A1 10 E7 C9 00 =948
42680 00 00 00 00 00 00 00 00 =0
42688 00 00 00 00 00 00 00 00 =0
42696 00 00 00 00 00 00 00 00 =0
42704 00 00 00 00 00 00 00 00 =0
STOP
```

**The user defined graphics key will help you when entering the graphics symbols in *Short Circuit***

```
A B C D E F G H I J K          L M N O P Q R S T U
// B C D E F G H I J K         L M N O P Q R S T U
```

## The Main Basic Program

**Type in the main Basic program and save it after the first two parts with SAVE"#2" LINE 0. And away you go!**

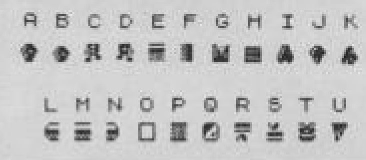
```
  10 INK 7: GO SUB 300
  20 PAPER 0: BORDER 0: CLS
  30 FOR n=1 TO 32: PRINT ("Welc
ome to the game grid........")(n
);: BEEP .01,-20: NEXT n
  40 BRIGHT 1: PRINT AT 3,9;"SHO
RT  CIRCUIT";AT 4,9;"▀▀▀▀▀▀▀▀▀▀
▀▀▀": BRIGHT 0
  50 PRINT 'TAB 6;"Force your op
ponents                into the jet
walls."
  60 PRINT ''TAB 7;"Use keys:"
  70 PRINT 'TAB 10;"  1      7
                         N M    5 8
                          Q      6"
  80 PRINT ''TAB 5;"'Moriturí te
 salutant'"
  90 PAUSE 0: CLS
 100 PRINT AT 0,0;"//////////////
//////////////"
 110 POKE 23659,0: FOR n=1 TO 21
: PRINT "//";TAB 22;"//": NEXT n:
PRINT "////////////////////////"
 120 POKE 23659,0
 130 LET a$="- SHORT -*-CIRCUIT-
*   by** D.Green** Score:* 00000
00**Defeats:0*Grids:000* Them:1*
**▀▀▀▀▀▀▀▀▀© '86 HTS▀▀▀▀▀▀▀▀▀"
 140 LET l=1: LET c=23
 150 FOR n=1 TO LEN a$: IF a$(n)
="*" THEN LET l=l+1: LET c=23: N
EXT n
 160 PRINT AT l,c;"█";AT l,c; BR
IGHT 1;a$(n): LET c=c+1: IF c=32
 THEN LET l=l+1: LET c=23
 170 NEXT n
 180 BRIGHT 1: LET z=USR 41400:
BRIGHT 0
 190 BORDER 0: POKE 23659,2
 200 DATA -5,7,11,19,7,11,0,7,12
,19,7,12,2,9,14,18,9,14,-5,7,11
 210 RESTORE 200: FOR n=1 TO 21:
 READ a: BEEP .1,a: BEEP .1,a-12
: NEXT n: BEEP .4,-5
 220 FOR n=0 TO 250: NEXT n
 230 PRINT AT 11,3;"Press any ke
y..."
 240 IF INKEY$<>"" THEN GO TO 24
0
 250 IF INKEY$="" THEN GO TO 250
 260 PRINT AT 11,3;"
    ": BEEP .01,20: GO TO 120
 270 REM Control pokes etc.:
      41399 - no. of opponents
      41396 - start speed(not a
            good idea to change)
      41877 - opponent turning
            probability - use 1,
            15.31,63,127 or 255
 280 REM Code approximately 1750
bytes long from address 40960.
 All software,music,audio-visual
effects © Dave Green (HTS) 1986.
Thanks to:Rachel,Steve and Ruth.
 290 REM music data:
 300 DATA -3
 310 DATA -3,9,12,9,-8,8,-3,9
 320 DATA -3,9,12,9,-8,8,9,9
 330 DATA -3,9,12,9,16,9,11,9
 340 DATA 16,12,14,16,12,14,12,11
 350 REM next 4 lines are the
same as the previous 4
 360 DATA -3,9,12,9,-8,8,-3,9
 370 DATA -3,9,12,9,-8,8,9,9
 380 DATA -3,9,12,9,16,9,11,9
 390 DATA 16,12,14,16,12,14,12,1
1
 400 DATA 9,9,9,8,9,-3,9,9
 410 DATA 8,4,8,9,11,4,11,14
 420 DATA 12,14,12,11,9,9,9,9
 430 DATA 8,4,8,9,11,4,11,12
 440 DATA 14,12,11,8,9,8,9,8
 450 DATA 11,4,11,12
 460 DATA 14,4,11,11,12,9,12,14
 470 DATA 16,9,9,9,11,4,11,12
 480 DATA 14,4,12,14,16,a,a,a
 490 DATA 17,16,17,16,14,a,a,a
 500 DATA 16,12,16,12,9,a,a,a
 510 DATA 14,11,14,11,8,a,a,a
 520 DATA 9,11,12,9,8,9,11,9
 530 DATA 9,11,12,9,8,9,11,9
 540 DATA 9,-3,9,-3,9,a,a,a
 550 REM same group of 4 lines:
 560 DATA -3,9,12,9,-8,8,-3,9
 570 DATA -3,9,12,9,-8,8,9,9
 580 DATA -3,9,12,9,16,9,11,9
 590 DATA 16,12,14,16,12,14,12,1
1
 600 REM and again:
 610 DATA -3,9,12,9,-8,8,-3,9
 620 DATA -3,9,12,9,-8,8,9,9
 630 DATA -3,9,12,9,16,9,11,9
 640 DATA 16,12,14,16,12,14,12,1
1
 650 DATA 16,17,14,16,12,14,12,1
1
 660 DATA -3,a,a,8,9,a,a,a
 670 DATA -3,a,a,a
 680 RESTORE 300: FOR n=0 TO 264
 690 READ a: BORDER (a+8)/3.5: B
EEP .08,a-5: BEEP .08,a-17
 700 IF INKEY$<>"" THEN RETURN
 710 NEXT n
 720 BEEP .6,-8: BEEP .2,-20
 730 PAUSE 0: RETURN
 740 REM Save as:
          SAVE "#2" LINE 0
```

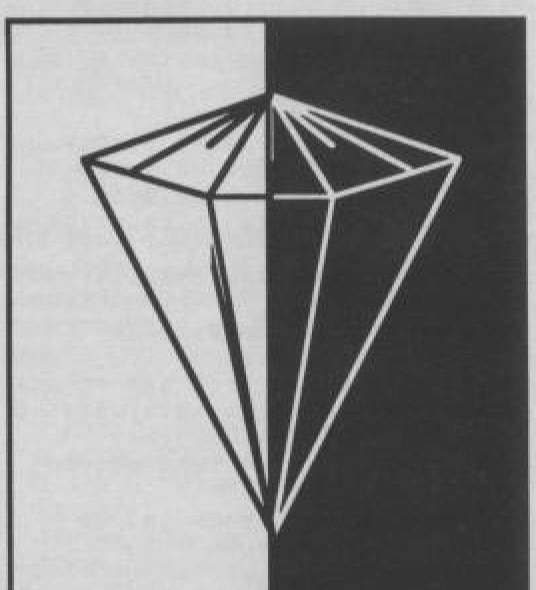
# MOONIRON

**by Christopher Herbert**

***Mooniron* is a basic platform style game that'll have you at your keyboard for hours. Some evil rogue has stolen the crystal of *Mooniron* and good ol'RoBoD has been ordered to get it back from the Starship where it is being kept. But first he's got to travel through a five room complex collecting three light packages that must be taken to the light lock. He'll have to be nimble 'cos there's also a horde of nasties waiting to send him to his peril. *Mooniron* comes complete with full joystick compatibility and bonus lives.**

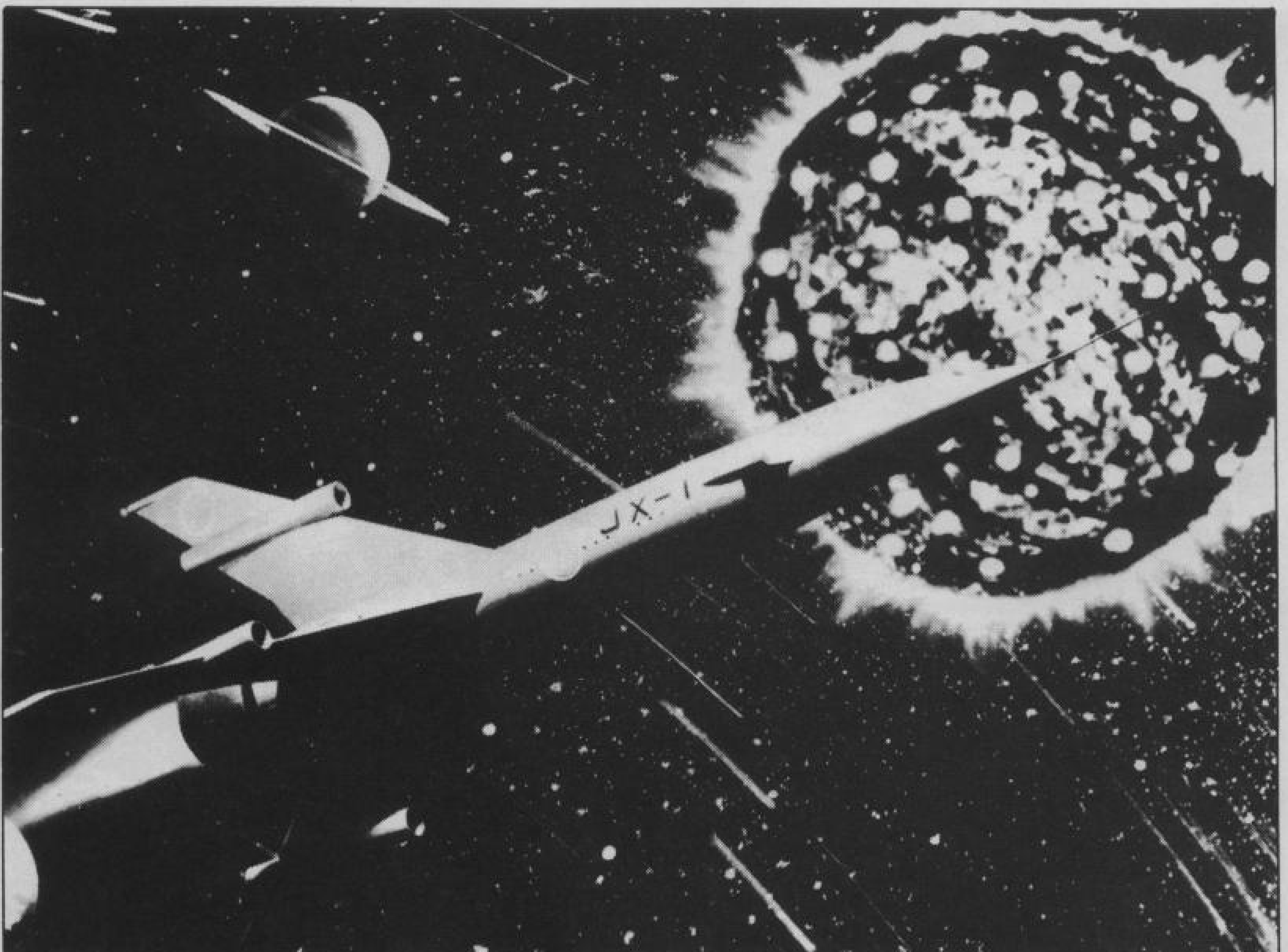
**The user defined graphics key will help you when entering the graphics symbols in *Mooniron*.**



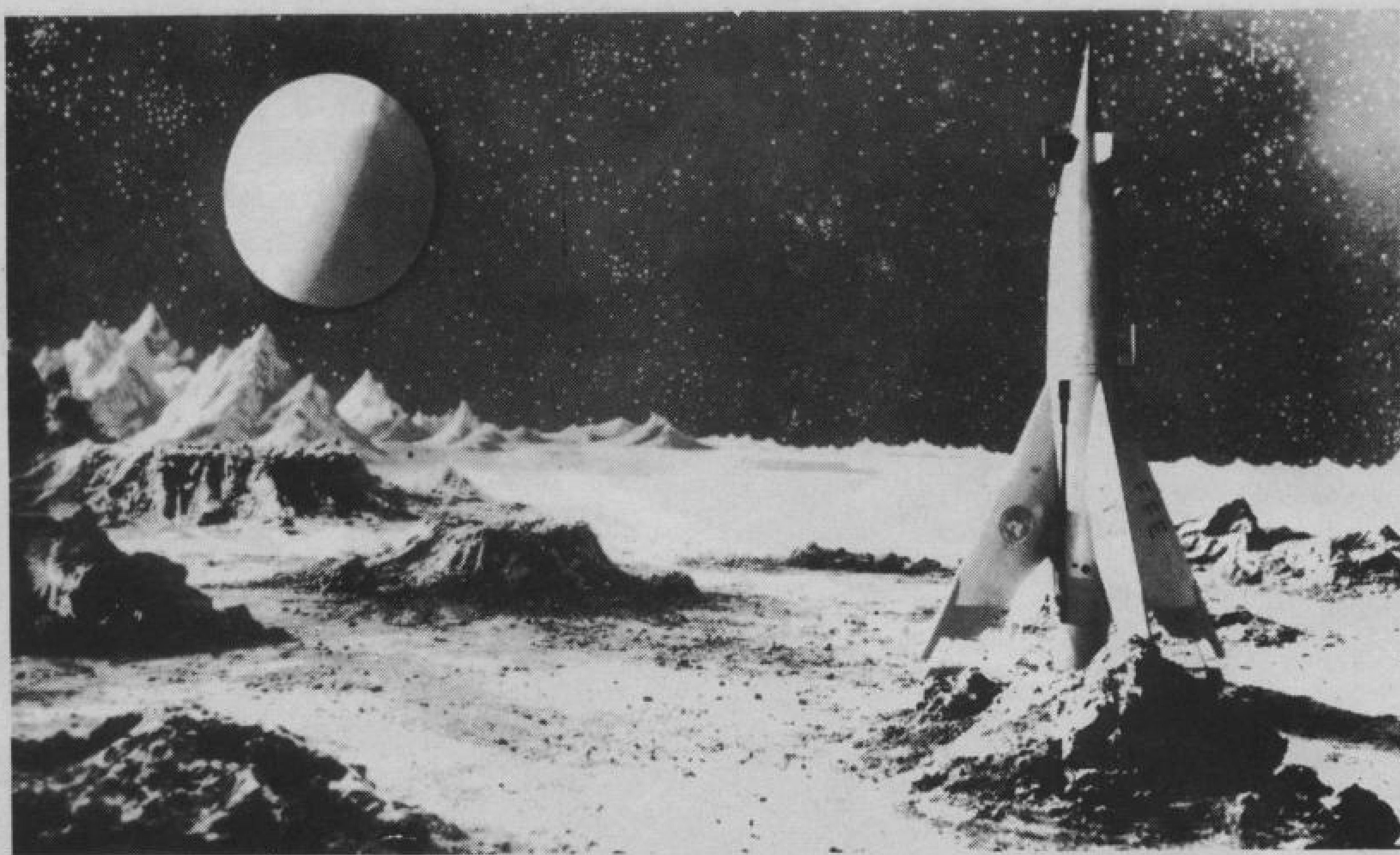



```
   1 INK 0: PAPER 0: PRINT AT 20
,0;: GO SUB 600: LET F$="": LET
KEY=1: LET JOY=0: GO SUB 1200: D
IM M$(3): LET SON=1: LET M$(1)="
1": LET M$(2)="2": LET M$(3)="L"
: LET HI=40: GO TO 50
   2 LET T=0: LET S=166: RESTORE
 12: GO SUB 3: LET T=11: RESTORE
 12: LET S=166: GO SUB 3: LET T=
24: RESTORE 12: LET S=166: GO SU
B 3: LET T=-7: RESTORE 20: LET S
=80: GO SUB 3: LET T=21: RESTORE
 12: LET S=166: GO SUB 3: RESTOR
E 20: LET S=80: LET T=6: GO SUB
3: GO TO 11
   3 FOR g=1 TO S
   4 READ D: BEEP .1,D+T:
   9 IF INKEY$<>"" THEN GO TO 30
  10 NEXT G: RETURN
  11 GO TO 30
  12 DATA -12,0,-12,3,7,7-12,0,-
12,3,7
  13 DATA -24,5,5-12,8,12,-24,5,
5-24,8,12
  14 DATA -24,-2,-2-24,2,5,5-24,
-2,-2-24,2,5
  15 DATA -24,3,3-24,7,10,10-24,
3,3-24,7,10-24
  16 DATA -24,-4,-4-24,0,3,3-24,
-4,-4-24,0,3-24
  17 DATA -24,1,1-12,5,8,8-12,1,
1-12,5,8
  18 DATA -24,-5,-5-12,-1,2,2-12
,-5,-5-12,-1,2
  19 DATA -24,0,-24,3,7,7-24,0,-
12,3,7,7-12,7-12,0,-24,-12,0,-24
  20 DATA -24,0,-12,-12,7,7-12,0
,-12,-12,7-12
  21 DATA -24,5,5-24,5-12,12,12-
24,5,5-24,-12,12
  22 DATA -24,-2,-2-24,-2-24,5,5
-24,-2,-2-24,-2-24,5
  23 DATA -24,3,3-24,3-24,10,-24
,3,3-24,3-24,10
  24 DATA -24,-4,-12,-12,3,-12,-
4,-24,-12,3
  25 DATA -24,1,-24,-12,8,-12,1,
-24,-12,8
  26 DATA -24,-5,-24,-12,2,-12,-
5,-24,-25,2
  27 DATA -12,0,-12,-12,7,-12,0,
-12,-12,7
  30 IF INKEY$="1" THEN GO TO 21
00
  31 IF INKEY$="3" AND JOY=0 THE
N BEEP .05,35: LET JOY=1: LET KE
Y=0: PRINT AT 11,8; INK 6; BRIGH
T 1; FLASH 1;"3: KEMPSTON": PRIN
T AT 14,8; INK 4; BRIGHT 1; FLAS
H 0;"4: KEYBOARD"
  32 IF INKEY$="4" AND KEY=0 THE
N LET KEY=1: LET JOY=0: BEEP .05
,35: PRINT AT 14,8; INK 4; BRIGH
T 1; FLASH 1;"4: KEYBOARD": PRIN
T AT 11,8; INK 6; BRIGHT 1; FLAS
H 0;"3: KEMPSTON"
  40 IF INKEY$="2" THEN GO TO 30
0
  41 IF INKEY$="0" THEN GO TO 70
  42 GO TO 30
  50 GO SUB 51: GO TO 60
  51 PRINT AT 0,0; BRIGHT 1;"▒▒▒
▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒"'"
▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒
";AT 20,0;"▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒
▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒"'"▒▒▒▒▒▒▒▒▒▒▒▒
▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒": FOR G=0 TO 21:
PRINT AT G,0; BRIGHT 1;"▒▒";AT G
,30;"▒▒": NEXT G
  52 PRINT AT 0,0;"██";AT 1,0;"█
█";AT 0,30;"██";AT 1,30;"██";AT
20,0;"██";AT 21,0;"██";AT 20,30;
"██";AT 21,30;"██": RETURN
  53 RETURN
  60 POKE 23658,8: PRINT AT 1,10
; INVERSE 1;" MOONIRON ";AT 20,8
;" © 1985 E.W.F "
  61 PRINT AT 5,8; INK 5; BRIGHT
 1;"1: INSTRUCTIONS";AT 8,8; INK
 4;"2: DEFINE KEYS";AT 11,8; INK
 6; BRIGHT 1;"3: KEMPSTON";AT 14
,8; INK 4; BRIGHT 1;"4: KEYBOARD
";AT 17,8; INK 7; BRIGHT 1;"0: P
LAY GAME"
  62 IF KEY=1 THEN PRINT AT 14,8
; INK 4; BRIGHT 1; FLASH 1;"4: K
EYBOARD"
  63 IF JOY=1 THEN PRINT AT 11,8
; INK 6; BRIGHT 1; FLASH 1;"3: K
EMPSTON"
  64 GO TO 2
 100 REM  MAIN LOOP
 101 FOR G=2 TO 19: PRINT AT G,2
;"                            ":
 NEXT G
 102 LET L$="GET READY FOR YOUR
MISSION": FOR G=1 TO LEN L$: PRI
NT AT 3,2+G; BRIGHT 1;L$(G): BEE
P .0009,55: BEEP .0009,50: BEEP
.0009,60: NEXT G
 103 FOR Y=1 TO 7: BEEP .07,6: B
EEP .07,5-24: BEEP .07,6-12: NEX
T Y: FOR Y=1 TO 5: BEEP .07,1: B
EEP .1,0-24: BEEP .07,-11: NEXT
Y: FOR Y=1 TO 9: BEEP .07,6: BEE
P .07,5-24: BEEP .07,6-12: NEXT
Y
 105 FOR G=0 TO 21: PRINT AT G,0
;"
  ": NEXT G: GO SUB SCR
 106 FOR G=1 TO 2
 107 PRINT AT X,Y; INK 4; BRIGHT
 1;B$(G);AT X-1,Y; INK 7; BRIGHT
 0;H$(G);AT X,Y-1;" ";AT X,Y+1;"
 ";AT X-1,Y-1;" ";AT X-1,Y+1;" "
 108 IF JOY=1 THEN GO SUB 9000:
GO TO 113
 109 IF INKEY$=M$(1) AND Y>1 THE
N LET Y=Y-1: LET RITE=0: BEEP .0
009,55
 110 IF INKEY$=M$(2) AND Y<30 TH
EN LET Y=Y+1: LET RITE=1: BEEP .
0009,55
 111 IF INKEY$=M$(3) AND Y+4<31
AND RITE=1 THEN PRINT AT X,Y-1;"
 ";AT X,Y+1;" ": GO SUB 1050
 112 IF INKEY$=M$(3) AND Y-4>0 A
ND RITE=0 THEN PRINT AT X,Y-1;"
";AT X,Y+1;" ": GO SUB 1000
 113 IF SCREEN$ (X+1,Y)=" " THEN
 GO SUB 200
 117 IF BALL=1 THEN LET Y1=Y1-1
 118 IF Y1=5 THEN LET BALL=2
 119 IF BALL=2 THEN LET Y1=Y1+1
 120 IF Y1=23 THEN LET BALL=1
 121 PRINT AT X1,Y1; INK 5; BRIG
HT 1;"▲";AT X1,Y1-1; INK 0;" ";A
T X1,Y1+1;" ";AT X1+INT,Y1; INK
```

This program is available on Digi'T'ape

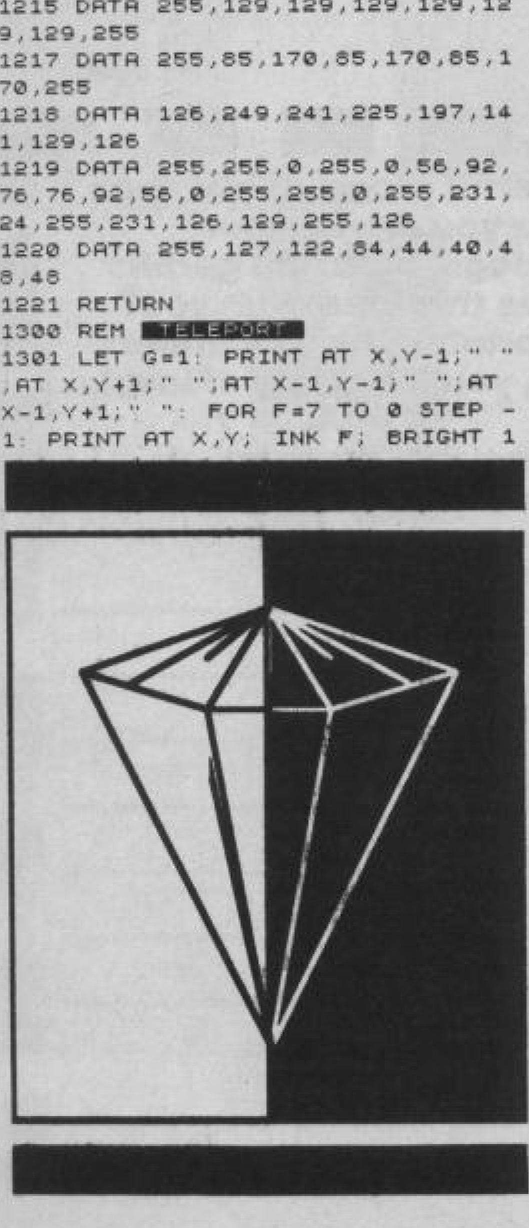



```
5; BRIGHT 1;"♣";AT X1+INT,Y1-1;
INK 0;" ";AT X1+INT,Y1+1;" ";AT
X1+INT*2,Y1; INK 5; BRIGHT 1;"♣"
;AT X1+INT*2,Y1-1; INK 0;" ";AT
X1+INT*2,Y1+1;" "
 124 GO SUB 400: NEXT G: GO TO 1
06
 200 REM  FALLING 
 201 PRINT AT X,Y-1;" ";AT X,Y+1
;" ";AT X-1,Y-1;" ";AT X-1,Y+1;"
 "
 202 LET X=X+1: PRINT AT X-2,Y;"
 ";AT X,Y;B$(G);AT X-1,Y;H$(G):
OUT 254,0: BEEP .008,55-X: OUT 2
54,63-X: OUT 254,54+X: OUT 254,7
: BORDER 0
 203 IF SCREEN$ (X+1,Y)=" " THEN
 GO TO 202
 204 IF SCREEN$ (X+1,Y)<>" " THE
N GO SUB 400: RETURN
 300 REM  DEFINE KEYS 
 301 FOR G=2 TO 19: PRINT AT G,2
;"                            ":
 NEXT G
 302 LET L$="DEFINE KEYS": FOR G
=1 TO LEN L$: PRINT AT 3,9+G; BR
IGHT 1;L$(G): BEEP .0009,50: BEE
P .0009,55: BEEP .0009,60: NEXT
G
 303 LET M$(1)="?": PRINT AT 5,6
; INK 5; BRIGHT 1;"KEY FOR LEFT
"; INK 7;"?"
 304 PRINT AT 5,19; FLASH 1;M$(1
)
 305 IF INKEY$<>"" THEN PRINT AT
 5,19; FLASH 1; BRIGHT 1;INKEY$:
 LET M$(1)=INKEY$: PAUSE 5: PAUS
E 10: GO TO 310
 306 GO TO 304
 310 LET M$(2)="?": PRINT AT 10,
6; INK 6; BRIGHT 1;"KEY FOR RIGH
T "; INK 7; FLASH 1;"?"
 311 PRINT AT 10,20; FLASH 1;M$(
2)
 312 IF INKEY$<>"" THEN PRINT AT
 10,20; FLASH 1; BRIGHT 1;INKEY$
: LET M$(2)=INKEY$: PAUSE 5: PAU
SE 10: GO TO 320
 313 GO TO 311
 320 LET M$(3)="?": PRINT AT 15,
6; INK 4; BRIGHT 1;"KEY FOR JUMP
 "; INK 7; FLASH 1;"?"
 321 PRINT AT 15,19; FLASH 1;M$(
3)
 322 IF INKEY$<>"" THEN PRINT AT
 15,19; FLASH 1; BRIGHT 1;INKEY$
: LET M$(3)=INKEY$: PAUSE 5: PAU
SE 10: GO TO 330
 323 GO TO 321
 330 LET L$="HAPPY WITH THESE KE
YS ?": FOR G=1 TO LEN L$: PRINT
AT 18,3+G; BRIGHT 1;L$(G): BEEP
.0009,50: BEEP .0009,55: BEEP .0
009,60: NEXT G
 331 IF INKEY$="Y" THEN FOR G=2
TO 19: PRINT AT G,2;"
                   ": NEXT G: GO TO
 60
 332 IF INKEY$="N" THEN FOR G=2
TO 19: PRINT AT G,2;"
                   ": NEXT G: GO TO
 300
 333 LET KEY=1: LET JOY=0: GO TO
 331
 400 REM  CHECK 
 401 IF ATTR (X+1,Y)=70 AND BULB
=0 THEN FOR T=0 TO 7: PRINT AT X
+1,Y; INK T; BRIGHT 1;"□": BEEP
.007,T+45: BEEP .008,T-4: NEXT T
: FOR S=1 TO 40: OUT 254,54: OUT
 254,0: NEXT S: BORDER 0: LET BU
LB=1: LET SCORE=SCORE+10: PRINT
#0;AT 1,8;SCORE
 402 IF ATTR (X+1,Y)=250 AND BUL
B=1 THEN LET WIN=WIN+1: FOR T=1
TO 10: BEEP .005,T+20: OUT 254,T
: BEEP .005,T+25: BEEP .005,T+30
: NEXT T: LET BULB=0: BORDER 0:
IF WIN=3 THEN GO SUB 500
 403 IF ATTR (X+1,Y)=25 AND BULB
=1 AND WIN=2 THEN GO SUB 500: LE
T BULB=0: LET WIN=0
 404 IF ATTR (X+1,Y)=249 THEN GO
 SUB 1300
 405 IF ATTR (X+1,Y)=69 THEN GO
SUB 750: IF LIFE<0 THEN GO TO 700
 406 IF ATTR (X,Y)=69 THEN GO SU
B 750: IF LIFE<0 THEN GO TO 700:
 REM XXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXX THEN THEN THEN THEN TH
EN THEN THEN THEN THEN THEN THEN
 THEN THEN THEN THEN THEN THEN T
HEN THEN THEN THEN THEN THEN THE
N THEN THEN THEN THEN THEN THEN
THEN THEN THEN THEN THEN THEN TH
EN THEN THEN THEN THEN THEN THEN
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HEN THEN THEN THEN THEN THEN THE
N THEN THEN THEN THEN THEN THEN
THEN THEN THEN THEN THEN THEN TH
EN THEN THEN THEN THEN THEN THEN
 THEN THEN THEN THEN THEN THEN S
TOP STOP STOP STOP STOP STOP STO
P STOP STOP STOP STOP STOP STOP
STOP XXXXXXXX TO TO TO TO ;;; TO
 TO
 407 IF ATTR (X,Y)=69 THEN GO SU
B 750: IF LIFE<0 THEN GO TO 700
 410 RETURN
 500 REM  A NEW SCREEN 
 501 FOR G=1 TO 21: PRINT AT G,0
; BRIGHT 1;"▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀
▀▀▀▀▀▀▀▀▀▀▀▀";AT G-1,1;"
                              ": NEXT G
 502 FOR H=1 TO 3: LET L$="BONUS
": FOR K=1 TO LEN L$: PRINT AT 5
,11+K; INK RND*7; BRIGHT RND;L$(
K): NEXT K: NEXT H
 503 FOR G=1 TO 7: PRINT AT 5,12
; INK G; BRIGHT 1;"BONUS": BEEP
.009,25+G: BEEP .0009,40+G: BEEP
 .0009,50+G: NEXT G
 505 FOR I=1 TO 15: LET SCORE=SC
ORE+1: PRINT #0;AT 1,8;SCORE: BE
EP .005,45: NEXT I
 507 LET BULB=0: LET WIN=0: LET
X=18: LET Y=2
 508 IF SCORE>50 AND SCORE<100 O
R SCORE>150 AND SCORE<200 OR SCO
RE>250 AND SCORE<300 OR SCORE>30
0 AND SCORE<400 THEN GO TO 546
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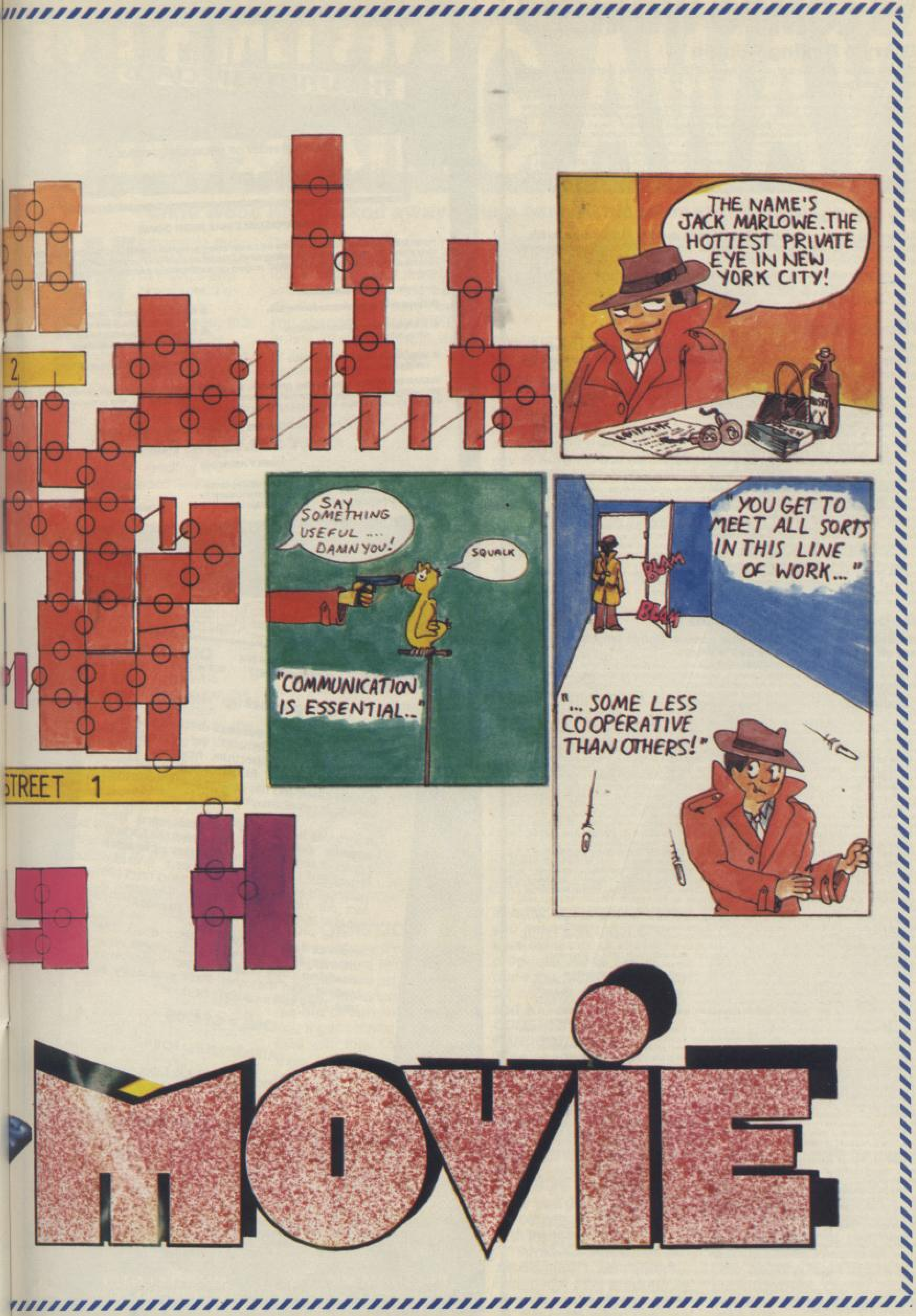
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510 GO TO 549
546 LET L$="AN EXTRA LIFE:": FOR T=1 TO LEN L$: PRINT AT 8,8+T-1; INK 6; BRIGHT 1;L$(T): BEEP .0009,60: BEEP .0009,55: BEEP .0009,50: NEXT T: GO SUB 547: LET LIFE=LIFE+1: GO SUB 547: GO TO 549
547 PRINT AT 10,14; BRIGHT 1;H$(2);AT 11,14;B$(1);" "; INK 5;LIFE: BEEP .009,50: RETURN
549 PAUSE 25
550 IF FWD=1 THEN LET SCR=SCR+100
551 IF BWD=1 THEN LET SCR=SCR-100
552 IF SCR=3500 THEN GO SUB 3500: GO SUB 500
560 FOR T=7 TO 0 STEP -1: PAPER T: CLS : NEXT T: GO SUB SCR: RETURN
600 REM VARIABLES
601 LET CV=1: LET F=1: LET P=7: LET RITE=0: LET X=19: LET Y=3
602 LET X1=5: LET Y1=10
603 LET H$="☻☻": LET B$="♠♠"
604 LET SCORE=0: LET LIFE=3
605 LET SCR=3000: LET WIN=0
606 LET BULB=0: LET BALL=1: LET SCRE=0
607 RETURN
700 REM GAME-OVER
701 FOR G=1 TO 21: PRINT AT G,0; BRIGHT 1; INK 5;"▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬";AT G-1,0;"                                ": BEEP .0009,35: NEXT G
702 CLS : GO SUB 51
703 PRINT AT 1,10; INVERSE 1;"GAME OVER ": IF SCORE>HI THEN GO SUB 1400
704 PRINT INK 4; BRIGHT 1;AT 5,3;"SCORE: "; INK 7;SCORE: PRINT AT 10,3; INK 5; BRIGHT 0;"SCREEN: "; INK 7; BRIGHT 1;SCRE: FOR G=1 TO 5 STEP 2: PRINT AT 4+G,15; BRIGHT 1;"▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬";AT 4+G+1,15;"▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬": NEXT G: PRINT AT 7,21; INK 6;"☻";AT 8,21;"♠"
705 IF F$="" THEN LET N$="NOBODY"
706 IF F$<>"" THEN LET N$=F$
707 PRINT AT 15,3; INK 7; BRIGHT 1;"HIGH: "; INK 3;HI; INK 7;",SET BY: "; INK 3;N$: PRINT AT 18,8;"OVERALL RATING";AT 13,7;"▬▬▬▬▬▬▬▬▬▬▬▬▬▬"
708 IF SCORE<50 THEN PRINT AT 20,11; FLASH 1; BRIGHT 1; PAPER 6; INK 4;"PATHETIC"
709 IF SCORE>50 AND SCORE<80 THEN PRINT AT 20,11; BRIGHT 1; INK 5;"NOT BAD"
710 IF SCORE>100 THEN PRINT AT 20,14; BRIGHT 1; INVERSE 1; INK 3;"FAIR"
711 IF SCORE>150 THEN PRINT AT 20,14; BRIGHT 1; INVERSE 1; INK 6;"GOOD"
712 IF SCORE>200 THEN PRINT AT 20,11; FLASH 1;"VERY GOOD"
713 IF SCORE>300 THEN LET L$="BRILLIANT": FOR G=1 TO LEN L$: PRINT AT 20,10+G; INK INT (RND*7)+2; BRIGHT 1;L$(G): BEEP .0009,50: BEEP .0009,60: BEEP .0009,55: NEXT G
714 IF SCORE>400 THEN PRINT AT 20,12; FLASH 1;"EXPERT"
715 IF SCORE>500 THEN PRINT AT 20,11; INVERSE 1; BRIGHT 1;"CHAMPION"
716 IF SCORE>600 THEN PRINT AT 20,12; FLASH 1;"MASTER"
724 RESTORE 725: FOR G=1 TO 49: READ D,F: FOR S=1 TO D: BEEP .06,F
725 IF INKEY$<>"" THEN GO TO 736
726 BEEP .05,F-12
727 NEXT S: NEXT G
735 DATA 5,4,4,9,2,9,2,11,5,12,5,4,2,7,2,5,2,2,2,0,5,2,2,2,2,4,4,5,2,5,2,7,2,5,2,4,2,2,2,0,4,7,2,7,2,5,6,2,2,2,4,9,2,9,2,11,4,12,2,14,2,12,2,11,2,9,2,7,2,4,6,7,2,4,2,5,2,7,2,9,2,11,4,12,2,4,2,7,2,7,2,5,2,2,2,0,20,2
736 GO SUB 600: PAUSE 1000: FOR G=2 TO 19: PRINT AT G,2;"                              ": NEXT G: GO TO 60
750 REM LOSE A LIFE
751 IF LIFE<0 THEN GO TO 700
753 PRINT AT X-1,Y;" ": FOR S=1 TO 15: PRINT AT X,Y; BRIGHT 0;"♣";AT X,Y-1;" ";AT X,Y+1;" ": BEEP .0009,50: PRINT AT X,Y; BRIGHT 1;"♣";AT X-1,Y-1;" ";AT X-1,Y+1;" ";AT X-2,Y;" ": BEEP .0009,45: NEXT S: PRINT AT X,Y; INK 0;" ": LET LIFE=LIFE-1: FOR S=15 TO 2 STEP -1: PRINT AT BLO,S; INK 5; PAPER 7; BRIGHT 1;" ": BEEP .004,45: NEXT S
754 FOR S=15 TO 2 STEP -2: PRINT AT BLO,S; INK 0;"  ": BEEP .005,25: NEXT S
756 LET X=BLO: LET Y=3: PRINT AT 0,26; BRIGHT 1;LIFE;" ": RETURN
900 REM PRINT SCORE ETC.
901 PRINT AT 0,0; BRIGHT 1; INVERSE 1;"■": FOR F=1 TO LEN L$: PRINT AT 0,0+F; BRIGHT 1;L$(F): BEEP .0009,50: BEEP .0009,55: BEEP .0009,60: NEXT F
902 PRINT AT 0,1+F-1; BRIGHT 1; INVERSE 1;"■": PRINT AT 0,25; INK 5;"☻"; INK 7; BRIGHT 1;LIFE;" "
903 PRINT AT 1,0; BRIGHT 1;"▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬";AT 0,31; INVERSE 1;"■"
904 PRINT #0;AT 0,0; INK 7; PAPER 1; BRIGHT 1;"▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬";AT 1,0;"■SCORE■ ■HIGH■ ■SCREEN■ ■"
905 PRINT #0;AT 1,8; INK 7; PAPER 1; BRIGHT 1;SCORE;AT 1,18;HI;AT 1,29;SCRE
906 RETURN
1000 REM JUMP LEFT
1001 LET X=X-1: PRINT AT X,Y; INK 4; BRIGHT 1;B$(G);AT X-1,Y; INK 7; BRIGHT 0;H$(G): PRINT AT X,Y+1;" ";AT X-1,Y+1;" ";AT X+1,Y;" ";AT X,Y-1;" ";AT X,Y+1;" ";AT X-1,Y-1;" ";AT X-1,Y+1;" "
1002 FOR T=1 TO 4: LET Y=Y-1: GO SUB 1003: NEXT T: GO TO 1010
1003 PRINT AT X,Y; INK 4; BRIGHT 1;B$(G);AT X-1,Y; INK 7; BRIGHT 0;H$(G)
1004 PRINT AT X,Y+1;" ";AT X-1,Y+1;" ";AT X+1,Y;" "
1005 BEEP .0009,55+T: RETURN
1010 LET X=X+1: PRINT AT X,Y; INK 4; BRIGHT 1;B$(G);AT X-1,Y; INK 7; BRIGHT 0;H$(G);AT X,Y+1;" ";AT X-1,Y+1;" ";AT X-1,Y-1;" ";AT X,Y+1;AT X,Y-1;" ";AT X-2,Y;" ": RETURN
1050 REM JUMP RIGHT
1051 LET X=X-1: GO SUB 1053: FOR T=1 TO 4: LET Y=Y+1: GO SUB 1053: NEXT T: GO TO 1055
```

```
1052 PRINT AT X+1,Y;" ";AT X,Y;
INK 4; BRIGHT 1;B$(G);AT X-1,Y;
BRIGHT 0; INK 7;H$(G);AT X,Y-1;"
";AT X-1,Y-1;" ";AT X+1,Y;" "
1053 PRINT AT X,Y; INK 4; BRIGHT
 1;B$(G);AT X-1,Y; INK 7; BRIGHT
0;H$(G);AT X,Y-1;" ";AT X,Y+1;"
";AT X+1,Y;" ";AT X-1,Y-1;" ":
BEEP .0009,55+T: RETURN
1054 RETURN
1055 LET X=X+1: PRINT AT X,Y; IN
K 4; BRIGHT 1;B$(G);AT X-1,Y; IN
K 7; BRIGHT 0;H$(G);AT X,Y-1;" "
;AT X,Y+1;" ";AT X-1,Y-1;" ";AT
X-1,Y+1;" ";AT X-2,Y;" ": RETURN
1199 REM GRAPHICS
1200 RESTORE 1200: FOR G=USR "A"
 TO USR "U"+7: READ S: POKE G,S:
 NEXT G: BORDER 0: PAPER 0: INK
7: BRIGHT 0: CLS
1201 DATA 60,94,191,179,94,94,60
,60
1202 DATA 0,60,94,191,179,94,94,
60
1203 DATA 126,102,190,166,188,39
,231,224
1204 DATA 126,126,101,125,61,228
,231,7
1205 DATA 255,0,255,255,170,85,1
70,85
1206 DATA 188,92,188,92,188,92,1
88,92
1207 DATA 193,171,163,183,181,18
9,255,255
1208 DATA 0,255,213,171,255,171,
213,255
1209 DATA 60,44,94,90,191,191,25
5,102
1210 DATA 60,76,191,191,126,60,4
4,24
1211 DATA 24,60,48,126,127,247,2
18,92
1212 DATA 31,32,64,127,127,85,42
,31
1213 DATA 255,0,0,255,255,85,170
,255
1214 DATA 240,8,4,252,252,84,168
,240
1215 DATA 255,129,129,129,129,12
9,129,255
1217 DATA 255,85,170,85,170,85,1
70,255
1218 DATA 126,249,241,225,197,14
1,129,126
1219 DATA 255,255,0,255,0,56,92,
76,76,92,56,0,255,255,0,255,231,
24,255,231,126,129,255,126
1220 DATA 255,127,122,84,44,40,4
8,48
1221 RETURN
1300 REM TELEPORT
1301 LET G=1: PRINT AT X,Y-1;" "
;AT X,Y+1;" ";AT X-1,Y-1;" ";AT
X-1,Y+1;" ": FOR F=7 TO 0 STEP -
1: PRINT AT X,Y; INK F; BRIGHT 1
```



```
;B$(G);AT X-1,Y;H$(G): BEEP .009
,45: BEEP .005,G+30: NEXT F: PRI
NT AT X,Y;" ";AT X-1,Y;" "
1302 LET TRE=INT (RND*3): LET Y=
INT (RND*28)+2
1303 IF TRE=1 THEN LET X=INT
1304 IF TRE=2 THEN LET X=INT*2
1305 IF TRE=3 THEN LET X=INT*3
1306 IF ATTR (X+1,Y)=69 THEN GO
TO 1302
1307 IF SCREEN$ (X+1,Y)=" " THEN
 GO TO 1302
1308 IF ATTR (X,Y)=71 THEN GO TO
 1302
1310 FOR T=0 TO 7: PRINT AT X,Y;
 INK T;B$(G);AT X-1,Y;H$(G): BEE
P .009,55: BEEP .005,33-T: NEXT
T: RETURN
1350 FOR R=LIX TO 3 STEP -1: PRI
NT AT R,YIX;" ": NEXT R: RETURN
1400 REM HI SCORE
1401 LET HI=SCORE: LET F$="": FO
R G=2 TO 19: PRINT AT G,2;"
                    ": NEXT G
: PRINT AT 4,5; BRIGHT 1; INVERS
E 1;"YOU HAVE A HIGH SCORE";AT 1
6,4; INVERSE 0; INK 5;"PLEASE EN
TER YOUR NAME";AT 18,7; INK 6;"(
MAX 8 LETTERS)"
1402 POKE 23617,238: INPUT F$
1403 IF LEN F$>8 THEN GO TO 1402
1405 FOR G=2 TO 19: PRINT AT G,2
;"                            ":
 NEXT G
1406 RETURN
2100 REM INSTRUCTIONS
2101 LET R=0: LET L$="The crysta
l MOONIRON has been stolen,and R
oBoD has been sent to steal it b
ack from the starship were it is
 being kept.   Before he can res
cue it he will have to journey t
hrough five rooms.   In each roo
m,3 light packets will have to b
e taken to the light lock on the
 floor (or somewhere else).   Th
ere are also many dangers,..and
surprises and....an extra life,(
If deserved), and a bonus after
each room,so.....GOOD LUCK!
                               "
2102 PRINT #0;AT 1,0; BRIGHT 1;"
■■";AT 1,30;"■■": FOR G=1 TO 31-
4: PRINT #0;AT 1,1+G; BRIGHT 1;L
$(G);AT 1,1+G+1;"■": BEEP .0009,
45+G/4: BEEP .0009,40+G/3: NEXT
G: PRINT #0;AT 1,1+G+1; BRIGHT 1
;"■": FOR G=1 TO LEN L$-31
2104 LET L$=L$(2 TO )
2106 PRINT #0;AT 1,2; INK 7; BRI
GHT 1;L$(2 TO 29)
2107 BEEP .005,45
2108 IF INKEY$="1" THEN FOR T=30
 TO 0 STEP -1: PRINT #0;AT 1,T;
BRIGHT 1;"■ ": BEEP .0009,35+T/3
: BEEP .0009,40+T/5: BEEP .0009,
45+T/4: NEXT T: PRINT #0;AT 1,0;
" ": GO TO 2100
2109 IF INKEY$="2" THEN PRINT #0
;AT 1,0;"
              ": GO TO 300
2110 IF INKEY$="0" THEN PRINT #0
;AT 1,0;"
              ": GO TO 100
2111 PAUSE 1: NEXT G
2112 FOR G=40 TO 0 STEP -5: BEEP
 .005,G: BEEP .06,G: FOR H=1 TO
2: OUT 254,54: OUT 254,2: OUT 25
4,0: NEXT H: NEXT G: PRINT #0;AT
 1,0;"  ";AT 1,30;"  ": BORDER 0
: GO TO 60
3000 REM SCREEN NO.1
3001 LET FWD=1: LET BWD=0: LET B
LO=20: LET INT=5: LET X1=5: LET
SCRE=1: LET L$="THE RECEPTION RO
OM": GO SUB 900
3002 PRINT AT 21,0; BRIGHT 1;"■■
■■■■■■■■■■■■■■■■■■■■■■■■■■■■■";
AT 21,10; INK 1; PAPER 7; FLASH
1;"■";AT 21,15; FLASH 0; PAPER 0
; INK 5;"■";AT 21,20;"■"
3003 PRINT AT 21,28; INK 2; PAPE
R 7; FLASH 1; BRIGHT 1;"□"
3004 PRINT AT 6,0; BRIGHT 1;"■■■
■■■■ ■ ■■■■■■■■■■■■■■■■■■■■■";A
T 6,6; INK 5;"■";AT 6,2; INK 6;"
■";AT 6,8; INK 5;"■": FOR G=11 T
O 31 STEP 5: PRINT AT 6,G; INK 5
; BRIGHT 1;"■": NEXT G: PRINT AT
 6,11; INK 7; BRIGHT 1;"■"
3005 PRINT AT 11,0; BRIGHT 1;"■■
■■ ■■■ ■■■■■■■■■■■■■■■■■■■■■■";
 INK 5;AT 11,6;"■";AT 11,8;"■":
FOR G=11 TO 31 STEP 5: PRINT AT
11,G; INK 5; BRIGHT 1;"■": NEXT
G: PRINT AT 11,11; BRIGHT 1;"■";
AT 11,25; INK 6;"■"
3006 PRINT AT 16,0; BRIGHT 1;"■■
■■■■■■ ■■■■■■■■ ■■■■■■■■■■■■■";
 INK 5;AT 16,6;"■";AT 16,8;"■":
FOR G=11 TO 31 STEP 5: PRINT AT
16,G; INK 5; BRIGHT 1;"■": NEXT
G: PRINT AT 16,11; BRIGHT 1;"■";
AT 16,12; INK 6;"■"
3007 PAUSE 5: RETURN
3100 REM SCREEN NO.2
3101 LET BLO=20: LET INT=5: LET
X1=5: LET SCRE=2: LET L$="THE LA
NDING BAY": GO SUB 900
3102 PRINT AT 6,0; BRIGHT 1;"■■■
■■■■■■      ■■■■■■ ■■■■■■■■";A
T 6,2; INK 5;"■";AT 6,6;"■";AT 6
,8;"■";AT 6,28; INK 6;"■";AT 6,2
3; INK 5;"■"
3103 PRINT AT 11,0; BRIGHT 1;"
            ■■■■■■■■■■■■       ";
AT 11,15; INK 6;"■";AT 11,12; IN
K 5;"■";AT 11,20;"■";AT 11,17; I
NK 7;" "
3104 PRINT AT 16,0; BRIGHT 1;"■■
■■ ■■■■    ■■■■■■■■■■■■■■       ";
AT 16,7; INK 5;"■";AT 16,1;"■";A
T 16,19; INK 6;"■";AT 16,15; INK
 5;"■■";AT 16,23;"■■";AT 16,26;"
■"
3106 PRINT AT 17,10; INK 7; PAPE
R 0; BRIGHT 1;"            ";AT 9
,16;" ";AT 13,24;" "
3107 PRINT AT 21,0; INK 7; BRIGH
T 1;"■■■■■■■■■■■■■■■■■■■■■■■■■■■
■■■■";AT 21,27; INK 2; PAPER 7;
 FLASH 1; BRIGHT 1;"□";AT 21,15;
 INK 1; PAPER 7; FLASH 1; BRIGHT
 1;"■"
3108 RETURN
3200 LET BLO=18: LET INT=6: LET
X1=6: LET SCRE=3: LET L$="THE SI
LICON FACTORY": GO SUB 900
3201 PRINT AT 7,0; INK 7; BRIGHT
 1;"          ■■■■■■■■■■■■■■■■■■■■
            ■■■■■■■■■■■■■■■■■■■■
■■"
3202 PRINT AT 13,0; INK 2; PAPER
 6; BRIGHT 1;"■■■■■■■■■■■■■■■■■■
■■■■■■■■■■■■■■"; INVERSE 1;"■■■■
■■■■■■■■■■■■■■■■■■■■■■■■■■■■"
3203 PRINT AT 13,4; BRIGHT 1;"■
■";AT 14,4;"■■";AT 13,31-4;"■■
";AT 14,27;"■■";AT 7,14;"■■";A
T 8,14;"■■"
3204 PRINT AT 7,0; BRIGHT 1;"■■
";AT 7,29;"■■": FOR F=0 TO 31:
PRINT AT 20,F; BRIGHT 1;"■";AT 2
1,F;"■": NEXT F: PRINT BRIGHT 1;
AT 19,0;"■■■■■■■■■■■■■■■■■■■■■■■
■■■■■■■■■"
3205 PRINT INK 5; BRIGHT 1;AT 7,
5;"■";AT 7,18;"■■";AT 7,23;"■■";
AT 19,28;"■";AT 7,10;"■";AT 7,1;
 INK 6;"■";AT 7,30;"■"
3206 PRINT AT 13,1; INK 6; BRIGH
T 1;"■"; INK 5;AT 13,3;"■"
3207 PRINT AT 13,14; INK 1; PAPE
R 7; FLASH 1; BRIGHT 1;"■■";AT
13,10; INK 5; FLASH 0; PAPER 0;"
■■";AT 13,19;"■■";AT 13,22; INK
6;"■";AT 13,24; INK 5;"■■"
3208 PRINT AT 19,6; INK 5; BRIGH
T 1;"■■";AT 19,14;"■■";AT 19,12;
 INK 1; PAPER 7; BRIGHT 1; FLASH
 1;"■";AT 19,25; INK 2;"□"
3209 RETURN
3300 REM SCREEN NO.4
3301 LET BLO=20: LET X=BLO: LET
Y=2: LET INT=5: LET X1=5: LET SC
```

```
RE=4: LET L$="THE TORTURE CHAMBE
R": GO SUB 900
3302 PRINT AT 6,0; INK 7; BRIGHT
 1;"▀ ▀▀▀▀▀▀▀▀▀▀▀ ▀▀▀▀▀ ▀▀▀▀▀▀▀▀▀
▀▀ ▀▀ ▀▀▀▀▀▀▀▀▀▀▀ ▀▀▀▀▀ ▀▀▀▀▀▀▀▀▀
▀▀ ▀";AT 11,0;"▀▀ ▀▀▀ ▀▀▀▀▀ ▀▀▀▀
▀▀▀▀ ▀▀▀▀ ▀▀        ▀▀▀        ▀▀▀▀
▀▀▀▀ ▀▀▀▀     ";AT 16,0;" ▀▀▀▀▀
▀▀ ▀▀▀▀▀▀     ▀▀▀▀▀▀▀▀
      ▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀ ";AT 21,
0; INK 3; PAPER 6; BRIGHT 1;"▀▀▀▀
▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀"
3303 PRINT INK 5; BRIGHT 1;AT 16
,5;"▀";AT 6,2;"M";AT 6,6;"M";AT
6,15;"M";AT 6,17;"M";AT 6,26;"M"
;AT 6,29;"M";AT 11,4;"M";AT 11,6
;"M";AT 11,11;"M";AT 11,16;"M";A
T 11,18;"M";AT 11,26;"M";AT 11,2
8;"M";AT 16,8;"M";AT 16,11;"M";A
T 16,19;"MMMM";AT 16,24;"M";AT
16,29;"M";AT 21,10;"M";AT 21,14;
"M";AT 21,29;"M"
3304 PRINT INK 6; BRIGHT 1;AT 6,
16;"▀";AT 11,27;"▀";AT 16,21;"▀"
3306 PRINT INK 1; PAPER 7; BRIGH
T 1; FLASH 1;AT 11,1;"■";AT 11,3
0;"■";AT 21,25;"■"; INK 2; PAPER
 7;AT 11,5;"□"
3307 PRINT AT 8,0;"▼";AT 8,31;"▼
";AT 12,1;"▼";AT 12,9;"▼";AT 12,
11;"▼";AT 12,30;"▼";AT 12,22;"▼"
;AT 17,2;"▼";AT 17,7;"▼";AT 17,5
;"▼";AT 17,10;"▼▼";AT 17,26;"▼";
AT 17,31;"▼"
3308 PRINT AT 6,5;" ";AT 17,14;"
 ";AT 16,14;" ";AT 7,5;" ";AT 16
,25;" ";AT 17,25;" ";AT 6,9;AT 1
2,22;" "; INK 5; BRIGHT 1; FLASH
 1;"↑"
3309 PRINT AT 2,0; INK 7; BRIGHT
 1;"▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼▼
▼▼▼▼"
3310 RETURN
3400 REM ▌SCREEN NO.5▐
3401 LET BLO=20: LET X=20: LET Y
=2: LET INT=5: LET X1=5: LET SCR
E=5: LET L$="THE GOAL IS NEAR...
": GO SUB 900
3402 PRINT AT 6,0; INK 4; BRIGHT
 1;"▀▀▀▀▀     ▀ ▀▀▀▀▀▀ ▀▀▀▀▀▀
   "; INK 3;"▀▀▀▀▀     ▀ ▀▀▀▀▀▀
▀▀▀▀▀▀"
3403 PRINT AT 11,0; BRIGHT 1;"▀▀
▀▀     ▀▀▀ ▀▀     ▀           ▀
▀                  ▼"
3404 PRINT AT 16,0; BRIGHT 0;"▀▀
▀▀▀▀    ▀▀▀▀▀▀▀ ▀▀▀▀▀          ";
INK 6;"▀▀▀▀▀▀▀   ▼ ▼   ▀ ▀▼ ▼"
3405 PRINT AT 21,0; BRIGHT 1;"▀▀
▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀":
 FOR G=1 TO 31 STEP 2: PRINT AT
21,G; INK 4; BRIGHT 1;"■": NEXT
G: PRINT AT 21,31; BRIGHT 1;"▀"
3406 FOR G=16 TO 7 STEP -2: PRIN
T AT G,25; BRIGHT 1;"▀ ▀ ▀ ▀";AT
 G-1,25;"▀ ▀ ▀ ▀": NEXT G: PRINT
 AT 6,25;"■ ■ ■ ■";AT 17,25;"▼ ▼
 ▼ ▼"
3407 PRINT INK 5; BRIGHT 1;AT 6,
31;"M";AT 11,13;"M";AT 16,5;"M";
AT 16,11;"MM";AT 16,17;"MM";AT 1
6,20;"M";AT 21,1;"M";AT 21,7;"M"
;AT 21,11;"M";AT 21,14;"MMM";AT
21,21;"M";AT 21,23;"MMM MM  M";A
T 16,3;"▀"
3408 PRINT INK 1; PAPER 7; FLASH
 1; BRIGHT 1;AT 6,7;"■";AT 21,26
;"■";AT 21,29;"■"; INK 2;AT 11,1
9;"□"; INK 0;AT 21,18;"↑"
3409 PRINT INK 6; BRIGHT 1;AT 6,
1;"▀";AT 21,30;"▀";AT 21,15;"▀"
3410 RETURN
3500 REM ▌COMPLETION▐
3501 CLS : LET BWD=1: LET FWD=0:
 LET L$="YOU'VE REACHED THE CRYS
TAL.": FOR G=1 TO LEN L$: PRINT
AT 5,1+G; BRIGHT 1;L$(G): BEEP .
0009,55: BEEP .0009,50: BEEP .00
09,60: NEXT G
3502 PRINT AT 12,0; BRIGHT 1;"▀▀
▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀
▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀"
3503 LET X=11: LET Y=2
3504 FOR G=1 TO 2: PRINT AT X,Y;
 BRIGHT 1; INK 4;B$(G);AT X-1,Y;
 INK 7;H$(G);AT X,Y-1;" ";AT X-1
,Y-1;" "
3505 FOR T=1 TO 7: PRINT AT 11,3
0; BRIGHT 1; INK T;"Ø": NEXT T
3506 IF Y=30 THEN GO TO 3510
3507 LET Y=Y+1
3508 NEXT G
3509 GO TO 3504
3510 PRINT AT 11,30; INK 4; BRIG
HT 1;B$(G)
3511 LET L$="WELL DONE,YOU HAVE
IT": FOR S=1 TO LEN L$: PRINT AT
 16,4+S; BRIGHT 1;L$(S): BEEP .0
009,55: BEEP .0009,50: BEEP .000
9,60: NEXT S
3512 FOR G=1 TO 2
3513 PRINT AT X,Y; INK 4; BRIGHT
 1;B$(G);AT X-1,Y; INK 7;H$(G);A
T X,Y+1;" ";AT X-1,Y+1;" "
3514 IF Y=10 THEN GO TO 3516
3515 LET Y=Y-1: NEXT G: GO TO 35
12
3516 LET L$="YAHOO!": FOR S=1 TO
 LEN L$: PRINT AT X-1,Y+S; BRIGH
T 1; FLASH 1;L$(S): BEEP .009,45
: NEXT S: PAUSE 50
3517 RESTORE 3520: FOR S=1 TO 26
: READ A,B: FOR T=1 TO A: BEEP .
05,B: BEEP .04,B-12
3518 IF INKEY$<>"" THEN RETURN :
 GO SUB 500
3519 NEXT T: NEXT S
3520 DATA 3,5,3,5,1,0,2,5,3,12,3
,5,3,7,1,8,3,8,1,5,2,7,2,10,1,10
,2,8,2,8,1,7,2,12,3,5,2,5,2,7,2,
8,1,8,2,7,1,7,2,5,20,5
3521 RESTORE 12: FOR P=1 TO 166:
 READ Z: BEEP .1,Z+11.5
3522 IF INKEY$<>"" THEN GO TO 35
30
3523 NEXT P
3530 PRINT AT X,Y; INK 4; BRIGHT
 1;B$(G);AT X-1,Y; INK 7;H$(G);A
T X,Y+1;" ";AT X-1,Y+1;" "
3531 LET Y=Y-1: PAUSE 5
3532 IF Y=0 THEN CLS : RETURN
3533 GO TO 3530
9000 REM ▌KEMPSTON COMPATIBLE▐
9009 IF IN 31=2 AND Y>1 THEN LET
 Y=Y-1: LET RITE=0: BEEP .009,50
9010 IF IN 31=1 AND Y<30 THEN LE
T Y=Y+1: LET RITE=1: BEEP .009,4
5
9011 IF IN 31=16 AND Y+4<30 AND
RITE=1 THEN GO SUB 1050
9012 IF IN 31=16 AND Y-4>0 AND R
ITE=0 THEN GO SUB 1000
9020 RETURN
```


2
STREET 1
THE NAME'S JACK MARLOWE. THE HOTTEST PRIVATE EYE IN NEW YORK CITY!
SAY SOMETHING USEFUL .... DAMN YOU!
SQUALK
"COMMUNICATION IS ESSENTIAL.."
"YOU GET TO MEET ALL SORTS IN THIS LINE OF WORK..."
BLAM
BLAM
"... SOME LESS COOPERATIVE THAN OTHERS!"
MOVIE

# YS COMPO WINNERS

## Barry's Boxing Compo

**Boxing clever with the correct answer of 12 differences were the following eagle-eyed people:**

David Fennessy of Eltham, London; Peter Balloch of Stepney Green, London; Matthew Jones of Bromyard, Herefordshire; Dwayne Morgan of Monmouth, Gwent; Paul Pummell of Brentwood, Essex; Nicholas Turpin of Middleton, Leeds; Simon Southern of South Shore, Blackpool; Martin Alexis of North Woolwich, London; Mark Jones of Prestwich, Manchester; Stephen Impey of Impington, Cambridge; Steven Kearns of Irthlingborough, Northants; Thomas Carter of Leigh, Lancs; Timothy Crampin of Barrow on Humber, South Humberside; Gary Burwood of Scunthorpe, South Humberside; Christopher Hildrey of Lochearnhead, Perthshire; Michael Burns of Benwell, Newcastle upon Tyne; Jonathan Kendall of Totnes, Devon; Chris Jackson of Whitwell, Notts; A.M. Garvie of Joppa, Edinburgh; Brian Scurr of Wolverton, Milton Keynes; Stephen Waller of Crawley, Sussex; Adrian Slowey of Mill Hill, London; John Mundy of Arborfield Cross, Reading; J. Hayward of Chippenham, Wiltshire; Gordon Buchanan of Airdrie, Scotland; Anton Mangion of Zejtun, Malta; Barry Mead of Nailsea, Bristol; Andrew Mackintosh of Farnley, Leeds; Roy Fowler of Sheffield, S. Yorkshire; Alexandre Vicente of Portugal.

## Fly Me Compo

**Scooping up the supersonic prizes in our Fly Me Compo, with the correct answers of 'Air France' and 331.46 metres/second, are:**

First prizes: E. Jackson of Hull, Yorkshire and Martin Atkins of Crumpsall, Manchester.
Second Prize: Theo Sweelssen of Eindhoven, The Netherlands.
Runners up: Drew Swan of Lochgilphead, Argyll; David Smethurst of Greater Manchester; Duncan Galbraith of Wotton-u-Edge, Glocs; Ulf Norholm of Malmo, Sweden and Kirstian Nielsen of Otterup, Denmark.

## Rambo Compo

**No man, no law, no war could stop the winners of our Rambo Compo! Ten winners get a sweatshirt each, and 50 runners up get copies of the Rambo game.**

Winners: Harneet Mangat of Heston, Middlesex; Phil Rainford of Mossley Hill, Liverpool; David Hill of Harpenden, Hertfordshire; James Watling of Morley, Leeds; J.K. Weston of Ottery St Mary, Devon; Benedict Symons of Swansea, Wales; Andrew Eccleston of Bentilee, Stoke on Trent; David Bates of Solihull, W. Midlands; Richard Lambert of Summerbridge, Harrogate; C.A. Ward of Rothwell, Northants.
Runners up: Anthony Challis of Peterborough, Cambridgeshire; A. Moss of Ipswich, Suffolk; Simon Geere of Waterlooville, Hampshire; Susan Jones of Glynfach, Rhondda; Daniel Coenen of Gent, Belgium; Richard Gambold of Great Glen, Leicester; Brian McCorkell of Forres, Moray; Paul Smith of Lynton, N. Devon; Nigel Stephens of Creswell, Notts; B. Duffin of Bebington, Wirral; Christopher Bloxham of Stratford upon Avon, Staffs; Brendan Whalley of Stoke on Trent, Staffs; Rod Sleightholme of Pontefract, Yorks; John Styles of Romford, Essex; Joseph Kasa of Basingstoke, Hampshire; Brian Barr of Prestwick, Scotland; Anthony Bennett of Lowerwick, Worcester; Colin McBurnie of Dewsbury, W. Yorkshire; Stephen Jones of Johnstown, Clwyd; David Lane of Abbots Langley, Watford; G. Taylor of Cuddington, Northwich; Mark Ward of Warsash, Southampton; Philip Henry of Prestwich, Manchester; Jonathan Barnes of Willerby, Hull; Neil Baines of Salford, Manchester; Darren Fisher of Highbridge, Somerset; M. Starks of Weston super Mare, Avon; Ian O'Connor of Rosyth, Fife; Andrew Bolton of Roundhay, Leeds; Ian Gerrard of Newhey, Rochdale; Steve Jones of Sutton Coldfield, W. Midlands; Mark James of Balerno, Midlothian; Sean Barrasso of Woodston, Peterborough; Graham Smith of Barnet, Herts; G. Williams of Cirencester, Glocs; David Wood of Bradford, W. Yorkshire; Anthony Lee of Wigston Magna, Leicester; Peter Hughes of Shepshed, Loughborough; Justin Wellsted of Hounslow, Middlesex; Mark McNulty of Caprington, Kilmarnock; Simon Rose of Melton Mowbray, Leicestershire; Robert Bushell of Chessington, Surrey; Matthew Wilding of Canvey Island, Essex; Barry Williams of Halifax, W. Yorkshire; Billy Ormiston of Edinburgh, Scotland; William Tingle of Pickering, N. Yorkshire; Timothy Nightingale of Tettenhall, Wolverhampton; James Simpson of Bideford, Devon; A. Atkins of Warley, W. Midlands; David Cotterill of Warndon, Worcester.

## Robot Messiah Compo

**No-one made a Messiah of this compo! *Robot Messiah* posters are on their way to these 200 winners:**

David Purkess of Lyndhurst, Hants; Shimon Young of Southend on Sea, Essex; Stephen Page of Ormiston, E. Lothian; Richard Shearer of Stockton, Cleveland; Tariq Khan of Bradford, W. Yorkshire; Fernando Marques of Portugal; Duarte Carreira of Portugal; Stephen O'Mahony of Bandon, Co. Cork; Robin Butler of Canterbury, Kent; A. Hookey of Gurnard, Isle of Wight; Jonathan Leach of Sidmouth, Devon; Paul King of Norwich, Norfolk; Alan Naden of Matlock, Derbyshire; Matthew Pinner of Boston, Lincs; Craig Shields of Stoke on Trent, Staffs; Paul Fulcher of Thetford, Norfolk; A. Owen of Caernarvon, Gwynedd; Piers Glydon of Redland, Bristol; E.W. Fairweather of North Hykeham, Lincoln; Alistair McLeod of Dunfermline, Scotland; A. Grimstead of Wareham, Dorset; K. White of Weston super Mare, Avon; Chris Upstell of Yelverton, Devon; Neale Walder of Clitheroe, Lancs; Timothy Grace of Calderstones, Liverpool; S.M. Woodley of Truro, Cornwall; C. Zowery of Torworth, Notts; Trevor Spencer of Middleton, Manchester; Freddie Bond of Carrickfergus, Co. Antrim; Adam Sparshott of Digswell, Herts; A. Broadfood of the Sultanate of Oman; Stephen Collins of Farnborough, Hants; Damon Shaw of Hucknall, Notts; Pedro Figueiredo of Portugal; John Heggarty of Telford, Shropshire; Jason Way of Blandford, Dorset; Alec Rowbottom of Spalding, Lincs; Stephen Gallagher of Hazelhatch, Co. Kildare; J. Hinde of Withington, Manchester; T. Crampin of Barrow on Humber, S. Humberside; K. Ward of Clifton, Nottingham; Matthew Wilding of Canvey Island, Essex; P. Saunders of Burgess Hill, W. Sussex; Neil Stevenson of Clifton, Nottingham; Karl Butcher of Benfleet, Essex; A.W. Watson of Leeds, W. Yorkshire; John Dempsey of Bacup, Lancs; David Rosie of Wick, Caithness; David Robson of Wetherby, W. Yorkshire; L.G. White of Thamesmead, London; Jonathan Wingfield of Brickhill, Bedford; Merlin Cox of London; S. Brodie of Hull, Humberside; Ian Tribble of Abertillery, Gwent; U. Yasin of Leeds, W. Yorkshire; Alan Jones of Wolverhampton, W. Midlands; A. Ryan of Strood, Kent; Karl Walkden of Preston, Lancs; Stephen Lo of Coventry, W. Midlands; J. Langton of Pickering, N. Yorkshire; Terence Baker of Leeds, W. Yorkshire; Mark Eggeling of Stromness, Orkney; G. Burns of Armadale, W. Lothian; G. Hutchinson of Saffron Walden, Essex; Paul Harding of Bromley, Kent; Barry Hilton of Polegate, E. Sussex; A.S. Thorne of Stockton-on-Tees, Co. Cleveland; Marten Wedebrand of Sweden; L/C Turner of Tidworth, Hants; Michael Maholem of North Shields, Tyne and Wear; Simon Wilson of Poole, Dorset; Ian Shuttleworth of Poulten le Fylde, Lancs; Benjamin Muir of Blackpool, Lancs; Neil Stevens of Tuffley, Gloucester; Kenneth Phillips of West Denton, Newcastle upon Tyne; Richard Chaney of Hull, N. Humberside; David Brock of Arnold, Nottingham; Steve Mitchell of Basingstoke, Hants; Lynne Bettis of Linford, Essex; Jeremy Hewitt of Burry Port, Dyfed; Justin Hutchinson of Saffron Walden, Essex; A. Back of Bakewell, Derbyshire; Kevin Kendall of Ryton, Tyne and Wear; Adrian Bhagat of Peterborough, Cambs; Robert Burgess of Rotherham, S. Yorkshire; F. Dimmock of Bradville, Milton Keynes; Scott Blackwell of Wellingborough, Northants; David Oates of Queensbury, Bradford; Michael Cartwright of Barrhead, Renfrewshire; L. Spencer of Middleton, Manchester; Simon Smith of Isleworth, Middlesex; Craig Lowe of Hucclecote, Gloucester; Brian Fisher of Woolston, Warrington; Scott Robertson of Paisley, Strathclyde; B. Duffin of Bebington, Wirral; Andrew Browning of New Milton, Hants; Martin Thorsson of Sweden; Philip Anderson of Harrogate, N. Yorkshire; Mark Davies of Haverfordwest, Dyfed; Mark James of Balerno, Midlothian; S.P. Kaliszczak of Lytham, Lancs; Salina Fabrizio of Northwood, Middlesex; S. Hanmore of Sandown, Isle of Wight; Scott Sykes of Swindon, Wiltshire; Nuno Leitao of Portugal; Stephen Todd of Bangor, Co. Down; Nathan Tose of Millhouses, Sheffield; Sean Rowe of Worthing, W. Sussex; Simon Kain of Prestatyn, Clwyd; David Kain of Colwyn Bay, Clwyd; Annette Prince of London; Calle Nordlund of Sweden; Edward Leigh of Pwyllcrochan, N. Wales; David Willis of Alva, Clackmannanshire; Andrew Lea of Ormskirk, Lancashire; D. Sayers of Hounslow, Middlesex; Stephen Albrow of Oulton Broad, Suffolk; M. Mitchell of Macduff, Banffshire; Paul Dobson of Wolsingham, Co. Durham; Ian Florry of Banff, Scotland; Richard Kiernan of Cockermouth, Cumbria; Paul Walker of Warley, W. Midlands; Martin Weaver of Middlesbrough, Cleveland; S.G. Wylie of Ramsgate, Kent; Steven Newey of Solihull, W. Midlands; Keith Mackie of Alloa, Clackmannanshire; Mark Hartshorn of Wigston, Leicester; Gary Walvin of Sutton in Ashfield, Notts; Madeline Evans of Cardiff; Lee Ayers of Hankelow, Cheshire; A.P. Empson of Southway, Plymouth; Richard Strong of Stratford upon Avon, Warwickshire; C. Stephanou of Colchester, Essex; Albert Kan of London; Carl Langford of Malton, N. Yorks; Leigh Thomson of Perth, Scotland; S.J. Lee of Huntingdon, Cambs; Tony Smith of Yeovil, Somerset; Michael Rosenbohm of West Germany; Jack Sharp of Penfraeth, Gwynedd; Peter Abberley of Winsford, Cheshire; T. Anderson of Naas, Co. Kildare; William Thompson of Walker, Newcastle upon Tyne; Samantha Proctor of Studley, Warks; Ian Luddington of Holt, Norfolk; Steven Winterburn of Shildon, Co. Durham; P.N. Holman of Harrogate, N. Yorks; Gordon Virgo of Royston, Herts; Iain Pickard of Louth, Lincs; Arthur Cole of Harston, Cambridge; Christopher Appleton of Glasgow; J. Fitzpatrick of New Duston, Northampton; Christopher Hewson of Cheadle, Cheshire; Peter Green of Ormskirk, Lancs; Colin Ritchie of Edinburgh; E. Macaree of Maryhill, Glasgow; James Bate of Dawlish, Devon; D.M. Freeman of Raynes Park, London; Andrew Orr of Camberley, Surrey; Tony Wyner of West Huddersfield, W. Yorks; M. Chatterley of St Clements, Jersey; Giles Hallam of Milton-u-Wychwood, Oxon; David Gregg of Brunton Park, Newcastle upon Tyne; David Tiffany of Malmesbury, Wilts; Tejram Dyal of Peckham, London; Paul Lear of Balfron, Glasgow; D. Holmes of Newcastle upon Tyne; Craig Wolfenden of Merthyr Tydfil, Mid Glamorgan; Stephen Longworth of Solihull, W. Midlands; Shane Mannix of Youghal, Co. Cork; Richard Kinder of Lindley, Huddersfield; Michael Allison of Bromley, Kent; C. Thomasson of Bexhill on Sea, E. Sussex; A. Moss of Ipswich, Suffolk; E. Chun of Galgate, Lancaster; Simon Richards of Wadebridge, Cornwall; D.H. Smith of Crawley, Sussex; Mark Harding of Taunton, Somerset; Royston Davidson of West Heath, Birmingham; Graham Mills of Northallerton, N. Yorks; Matthew Hurley of Newport, Gwent; M.A. Foreman of Margate, Kent; Andrew Hugman of Bilton, Hull; Scott Ashley of Gillingham, Kent; Sagi Shechter of Haifa, Israel; J. Vendenburgh of Cambridge; James Bulmer of Staines, Middlesex; Ben Harrop of Royton, Oldham; David Storey of Huyton, Merseyside; Gary Robert of Thetford, Norfolk; Derek Stevenson of Redding, Falkirk.

# HACKING AWAY

**Chris Wood has hacked away — he's penned his ultimate POKEs!**

*Welcome to this month's bundle of POKEs and programs. I'm afraid I've some bad news for you, this is the last time I shall be presenting this column, sob, sob. Stop it, I'm getting drenched in all the tears. Anyway, now for the good news — ZZKJ our resident hacking computer'll be writing the column all by itself. So much for feeding it a copy of Tasword — I'm now redundant.*

## SIR FRED

*If you're having trouble with this Spanish Mikro-Gen swashbuckler, then this program from that hard-working pair* **A Brown** *and his printer-lending friend* **Chris Boland** *will give you limitless energy. And if you're having problems trying to do a Tarzan on the ropes try this tip. When swinging, flip Sir Fred to the outside of the rope at the last moment of each upswing to gain maximum height. If possible, take a running jump at it to get a good start. This program is a little long so it includes a checksum to pick up any mistakes.*

```
 5 REM SIR FRED POKES BY
        ABR
10 CLS: LET A=23296:  FOR
F=0 TO 9
20 LET T=0: FOR N=0 TO 9:
READ  S:  POKE  A,S:  LET
T=T+S: LET A=A+1: NEXT N
30 READ B: IF  T<>B  THEN
PRINT  "ERROR   IN   LINE
";100+F*10: STOP
40 NEXT F
50  PRINT  AT  10,1;"PLAY
SIR FRED FROM START"
60 RANDOMIZE USR 23296
100 DATA 6,3,197,62,255,5
5,221,33,0,0,832
110 DATA 17,0,0,205,86,5,
193,16,239,175,936
120 DATA 214,1,8,243,221,
33,0,92,17,176,1005
130 DATA 4,205,108,5,62,2
01,50,47,94,205,981
140 DATA 36,94,62,203,50,
53,181,62,255,50,1046
150 DATA 54,181,33,181,18
0,17,87,255,1,142,1131
160 DATA 0,237,176,33,90,
91,17,225,255,1,1125
170 DATA 8,0,237,176,49,2
55,255,221,33,0,1234
180 DATA 64,17,87,191,62,
255,55,195,87,255,1268
190 DATA 62,201,50,14,183
,195,68,181,0,0,954
```

## GUNFRIGHT

*Here's a small but thorough program from* **E Bennett** *of Southend on Sea for Gunfright. It'll give you infinite lives, surprise, surprise, lots of money and the ability to change the starting bandit. I'm not quite sure how you change the two POKEs in line 70 if you should want to but you can always experiment.*

```
10 PAPER 0: INK 0: BORDER
0: CLS
20 FOR F=0 TO 5: PRINT AT
18,0;: IF F=3  THEN  THEN
PRINT USR 24576
30 LOAD ""CODE: NEXT F
40 POKE 23446,201:  PRINT
USR 23424: POKE 23446,33:
POKE 42355,0
50  POKE  46344,0:   POKE
48464,0:  POKE   48544,0:
POKE       49745,0:    REM
INFINITE LIVES
60   POKE   43163,255:REM
MONEY
70  POKE  43154,0:   POKE
42082,3:   REM   STARTING
BANDIT
80 PRINT USR 23446
```

## SPELLBOUND

**A Brown***'s back again without his other half* **Chris Boland.** *Have you bought your own printer 'A'? This'll give you infinite time and energy in this Mastertronic Macintosh lookalike.*

```
 5 REM  SPELLBOUND  POKES
BY ABR
10  CLEAR  26060:   PRINT
"PLAY TAPE FROM START"
20   LOAD    ""    16384:
RANDOMIZE USR 23296
30  POKE  55066,0:   POKE
55070,0   POKE   55071,0:
POKE 55072: REM  INFINITE
TIME
40  POKE  27871,0:   POKE
36133,0
50 RANDOMIZE USR 26627
```

## LOCOMOTION

*Another Mastertronic game bytes the dust (sic). Not that* **A Brown** *has anything against Mastertronic, he just ran out of current games. You'll get infinite stopclock time with this. Tactic: freeze train, build track, unfreeze train. This program incorporates 'A's usual checksum routine.*

```
 5 REM  LOCOMOTION  POKES
BY ABR
10 CLS: LET A=63000:  FOR
F=0 TO 4
20 LET T=0: FOR N=0 TO 9:
READ  A:  POKE  A,S:  LET
T=T+S: LET A=A+1: NEXT N
30 READ B: IF  T<>B  THEN
PRINT  "ERROR   IN   LINE
";100+F*10: STOP
40 NEXT F
50  PRINT  AT  10,0;"PLAY
TAPE FROM START"
60 RANDOMIZE USR 63000
100 DATA 221,33,203,92,17
,141,0,55,62,255,1079
110 DATA 205,86,5,48,241,
33,48,246,34,85,1031
120 DATA 93,195,38,93,205
,86,5,33,60,246,1054
130 DATA 34,187,92,195,0,
91,205,86,5,62,957
140 DATA 195,50,200,152,1
95,232,195,0,0,0,1219
```

## SWEEVO'S WORLD

**Hacker Bilk** *of Crosby has sent in this natty bit of code to give you infinite lives, okay, so we had that last month, but it'll also allow you to save off the screens from Sweevo's so you can dump them to a printer and make a map if you want. I'm looking forward to getting POKEs for Sweevo's Whirled on the Spectrum 128, or rather ZZKJ is, so get cracking!*

```
10 REM SWEEVO POKES AND
PIX
20 LET CS=9788
30 FOR I=23296 TO 23387
40 READ A: POKE I,A: LET
CS=CS-A: NEXT I
50 IF CS THEN PRINT "DATA
 ERROR!": STOP
60 SAVE "SWEEVO PIX" CODE
 23296,92
80 DATA 175,50,195,129,33
,32,91,17,203,92,1,60,0
90 DATA 237,176,33,33,145
,54,205,35,54,203,35,54,9
2
100 DATA 35,54,0,195,224,
96,237,120,203,103,200,62
,253
110 DATA 219,254,230,2,32
,243,197,221,33,246,92,17
,17
120 DATA 0,175,205,198,4,
221,33,0,64,17,0,27,62
130 DATA 255,205,198,4,19
3,175,211,254,24,213,3,83
,87
140 DATA 69,69,86,79,95,8
0,73,88,0,27,0,64,0,128
```

*In order to use this program you must first run it and save off the code that it produces. When you've done this MERGE in the first bit of Basic from the game and add another LOAD "" CODE in front of the RANDOMIZE statement. Then change the start address from 24800 to 23296 and away you go. Well, almost... Run the Sweevo tape now and when there's nothing left on the tape to load, swop the tape for your one with the code on and it'll load. Now it's away you go!*

*You can freeze the game with symbol shift and 5 and 'S' saves the screen. As an added bonus, Hacker has included a little program to give you a full screen copy i.e. the bottom two lines get copied as well. Very useful but re-run it every time you want to do the copy, as it actually gets destroyed in use.*

```
10 FOR I=23296 TO 23304
20 READ A: POKE I,A: NEXT
I
30 DATA 243,6,192,33,0,64
,195,178,14
40 LOAD "" SCREEN$
50 RANDOMIZE USR 23296:
REM NEW COPY.
```

## FRANK BRUNO'S BOXING

**'A'** *and* **Chris** *are still pulling the punches with this program for Frank Bruno's Boxing. This'll give you infinite energy and the ability to use a knockout punch as soon as you meet your opponent. You can also select your opponent's energy though this program won't protect you against speciality punches so watch out!*

```
 5 REM  BOXING  POKES  BY
ABR
10 CLS: LET A=65400:  FOR
F=0 TO 10
20 LET T=0: FOR N=0 TO 9:
READ  A:  POKE  A,S:  LET
T=T+S: LET A=A+1: NEXT N
30 READ B: IF  T<>B  THEN
PRINT  "ERROR   IN   LINE
";100+F*10: STOP
40 NEXT F
50 PRINT "ENTER OPPONENTS
ENRGY "(0-55)": INPUT  A:
IF A<0 OR A>55 THEN  CLS:
GOTO 50
60 POKE 65483,A
70 CLS:  PRINT  AT  10,1:
"PLAY TAPE FROM START"
80 RANDOMIZE USR 65400
100 DATA 6,2,197,62,255,5
5,221,33,0,0,831
110 DATA 17,0,0,205,86,5,
193,16,239,62,823
120 DATA 239,55,221,33,0,
64,17,0,27,205,861
130 DATA 86,5,62,238,55,2
21,33,133,119,17,969
140 DATA 144,135,205,86,5
,62,237,55,221,33,1183
150 DATA 56,194,17,20,5,2
05,86,5,62,236,886
160 DATA 55,221,33,0,91,1
7,132,20,205,86,860
170 DATA 5,175,33,43,217,
119,35,119,35,62,843
180 DATA 24,119,62,55,50,
64,216,175,60,50,875
190 DATA 50,216,49,240,25
5,243,33,0,0,34,1120
200 DATA 120,92,34,121,92
,195,76,199,0,0,929
```

Well, that's about it for this month and this is the last you'll hear from me. But don't despair, ZZKJ'll be back with your POKEs and tips next month so give him a good start and send all your hacking hints to ZZKJ, Hacking Away, *YS*, 14 Rathbone Place, London, W1P 1DE.











# SHOW US WIMPY

**E'lite anything..... including the last Wimpy in Walsall. E... out to lunch with Karen and Nigel, the team that signed...**

**I never knew the Editor hated me so much. 'We need somebody to go to Walsall to interview a couple of programmers,' he said as he tapped his barometer absent-mindedly. 'Rachael!' Which is why I found myself on a train speeding north into an increasingly snowy landscape with the growing realisation that I wasn't just being sent to Coventry (which is several stops earlier — Geographical Note) but Siberia itself!**

**I arrived at Elite's Aldridge HQ around lunchtime, camera round my neck and tape recorder in my hand. Karen Trueman, the graphics half of the duo was out of the building. But Nigel Alderton, the man responsible for the coding was sitting drinking coffee in front of a row of arcade machines, all looking like the victims of some crazed disembowelling. This violation allows difficulty levels to be set so that the games can be closely analysed in the quest to create accurate, licensed copies. And there, yes, is a *Ghosts And Goblins* machine, the title the two are currently converting.**

**I dragged Nigel off to a side room, sat him firmly in a chair and set up the camera. If this was Siberia, I'd be conducting the interrogation.**

## Nigel Alderton

**RJS**: What... hey, is this thing working?
**Nigel**: I think it is now.
**RJS**: Right — I'm here in the snowy home of Elite software. (*Pause to think of question.*) Well — tell us something about yourself. Hobbies?
**Nigel**: Hobbies? I play snooker, tennis — mmm — I do a bit of weight-lifting.
**RJS**: But nothing to do with computers at all?
**Nigel**: No.
(*Laughter*)
**RJS**: How old are you?
**Nigel**: Nineteen
**RJS**: And how long have you been programming?
**Nigel**: Two or three years. (*Camera clicks*) Do you want a smile?
**RJS**: No. just carry on talking. Do you just program for the Spectrum?
**Nigel**: I've written for the Spectrum and Amstrad so far.
**RJS**: So you're Z80.
**Nigel**: Yes.
**RJS**: How did you get into machine code?
**Nigel**: I bought a ZX81 first and started messing about on it and bought a book. Then I just sort of messed about on the Spectrum and wrote a game, *Chuckie Egg*, and that sold. Then I went to work for Ocean — worked for them for a year in-house. And then I went freelance and I've done *Commando* for this place.
**RJS**: Right. So you're totally freelance now?
**Nigel**: Yeah — completely freelance.
**RJS**: So, talking in generalities, how much could you expect to make as a freelance?
**Nigel**: Anything between three thousand and ten thousand a program. Assuming that program takes three or four months to write, then in theory you could be on forty grand a year, but nobody is. It's almost impossible.
**RJS**: How does a program happen then? How do you begin converting an arcade machine?
**Nigel**: Err — basically, you look at the arcade game — decide whether it can be done or not on the micro — then pull it to pieces, analyse it. If it's got a big map, map it out, work out how much memory you're going to need for graphics, how much memory for sprites, how much memory for the program. And just start writing it.
**RJS**: That makes it sound very simple. (*Laughter*) Is *Ghosts And Goblins* going to be a particularly hard one to convert?
**Nigel**: Well — I'm only two weeks into it. No major problems so far.
**RJS**: What sort of mind does it take to become a machine code programmer? I'm sure most of the readers won't have any idea...
**Nigel**: Warped (*Laughter*) You've got to have a logical mind.
**RJS**: Yes.
**Nigel**: (*Pause*) It's difficult to describe. You don't have to have much imagination. You've got to have... you've just got to be basically a logical person.
**RJS**: Are you based around here?
**Nigel**: No — I live in Manchester, but when we wrote *Commando* they broug...

Y S S P E

Illustration: Cynthia Cannock




**Ev... as we eat, *Rachael Smith* is totally ... Walsall pact to program *Ghosts And Goblins*...**

us down here because they wanted to keep an eye on us.
**RJS**: Right. (*Pause*) How do you do your writing? Do you work on Spectrums or...?
**Nigel**: No. I use a Tatung Einstein as a development machine.
**RJS**: Why the Einstein?
**Nigel**: It's... it's cheap, it's... er, it's got a nice keyboard and it's got discs.

## Teamwork

**Despite my hours of journalistic training (both of them) I was beginning to run short of questions, so hoping to divert Nigel from the fact, I asked about the still absent Karen.**
**RJS**: One thing I've got to ask is, if you're based in Manchester, how does the work as part of a team go? Is Karen based near you?
**Nigel**: No, Karen works down here. The graphics... what usually happens is I write out a specification, and once I've decided how big a sprite's going to be, I'll just send her the size of the sprite and she'll go ahead and do it. If it's any good, I'll take it, and if it's not somebody's got to do it again.
**RJS**: How about other programmers in a team?
**Nigel**: That's a knack. It's definitely a knack. Some people just can't take it. It's how to split the work up, how to divide the game, sort of roughly down the middle, so when you put together the parts it works.

## Karen Trueman

**My well of questions now dry, we went in search of Karen and at last located her, hiding in the programmers' room. Okay, Karen Trueman, this is your life...**
**RJS**: Okay, we've got to go through this horrible interview bit again. Do you hate being interviewed, Karen.
**Karen**: I've never been interviewed before.
**RJS**: Fine. I've never done an interview before. How long have you been programming?
**Karen**: (*Pause*) About three months.
**RJS**: And what did you do before programming?
**Karen**: (*Long pause*) I was at school. I took art. (*Silence. I get the idea Karen is shy.*)
**RJS**: Okay — a nice easy question. What's your favourite colour.
**Karen**: Bright yellow.
**RJS**: And what's your favourite game?
**Karen**: *Chuckie Egg*.
**RJS**: It all ties together, doesn't it. Tell me how you do the graphics.
**Karen**: Well, I use this graphics tool called Arthur. Elite wrote this in-house graphics tool about...
**Nigel**: Forty five years ago.
**Karen**: (*Laughter*) And I use that.
**RJS**: Had you done any computer graphics before?
**Karen**: No. But I did a few sprites on *Commando*. Rory started it and I finished it. (*Very long silence*)
**RJS**: And how do you intend to make your fortune.
**Karen**: Marry a millionaire.

## The business lunch.

**Okay, I had a feeling that this wasn't going as it should. The Ed's last words to me had been, 'Keep it wacky'. (*'Keep it cheap' as I remember, Ed*). So I suggested that we go out to the pub to get a bit informal... only in Siberia the pubs shut at 2.30. Only one thing for it — into a taxi and hang the expense — Ed's paying! (*That's what you think! Ed*)**

**RJS**: Walsall, please.
**Maureen**: (*the taxi driver*): Right.
**RJS**: So how do you do the graphics, Karen?
**Karen**: Well, we usually get the arcade version in so we can have a look, then they'll just tell us the sizes they need.
**RJS**: Do you start with the backgrounds then go on with the sprites...?
**Karen**: I usually start with the sprites. Get them over and done with first then get on with the screens.
**RJS**: Have you got a computer.
**Karen**: My brother has and I'll get a Spectrum so I can work at home.
**Maureen**: That used to be the airport.
**All**: Really?
**We arrive in Walsall, a town which just fails to remind me of New York, and trudge through the slush to the local Wimpy where we defrost our feet and we order. Karen insists that I add that she's a veggie and had to be forced into this carniverous cavern.**

**RJS**: Two quarter pounders with chips one coke, a milk and an orange.
**Wimpy Girl**: Right. That's four pounds forty six, please.
**RJS**: Thanks. Let's sit here. (*We settle in and I get the camera.*)
**RJS**: I'd imagine that as a team grows there's more potential for disagreement. The graphics people demanding more space for the graphics — or doesn't that happen?
**Nigel**: No, because there's always, like a superior, isn't there?
**Karen**: We're the underdogs.
**RJS**: Aww!
**Nigel**: Does anybody else get to listen to this tape recording?
**RJS**: No. I'm going to make it all up when I get back anyhow, so you can say what you want.
**Wimpy Girl**: Two cheeseburgers and chips.
**RJS**: I'll just go get those. Say something witty, someone.
**Nigel**: Do you want a chip? She's going to get some lovely slurping noises in this.
**Karen**: I don't envy her.
**Nigel**: Chomp, chomp, chomp.
**Karen**: Slurp, slurp
**Nigel**: Chomp, chomp
**RJS**: (*Returning*) So here we are, and I'm hoping you'll forget we're recording this.
**Nigel**: She just did. We were slagging you off!

**And so I finally broke down the barriers. We stepped outside and in a totally informal manner Karen and Nigel grabbed handfuls of snow and hurled them at me. Finally, exhausted, they left me sprawled in the slush. Somehow I raised the strength to type this and now... PLEASE, LET ME COME HOME!**

**Next month: Macdonalds with Maureen.**

# MICRODRIVIN'

**What's made by Sinclair, can be driven by people under 16, is not very high off the ground and prone to crashing? No, it's not a C5 — it's a microdrive! *Andy Pennell* takes it away...**

**Strange things have happened since I got a microdrive and Interface 1 at Christmas. When I first switch it on everything works fine but once it's been on for a while one drive seizes up totally or gives spurious 'out of memory' errors. Switching it on and off again makes no difference either.**
**NR Wood, Basingstoke**

That certainly is a bit weird. I haven't heard of anything like this before. It sounds as though it could be your power supply as it causes most time-related problems. Since you say you're also using an Alphacom printer and joystick interface I have a feeling that once it warms up it's all too much for your standard power supply. Try disconnecting the printer when playing games and the joystick when you need to print something as this should reduce the load, and hopefully cure the 'strange happenings'.

**How can I get my Brother HR5 to print what it shows on the screen, particularly from *Masterfile*? The print option in it uses the COPY command but my interface doesn't support it.**
**SF Mallon, Hove**

If you're happy with text-only screen dumps (and from *Masterfile* that should be okay) then you can use this little program on any printer and interface.

```
120 FOR Y=0 TO 21
130 FOR X=0 TO 31
140 LET A$=SCREEN$(Y,X)
150 IF A$=""THEN LET A$=""
160 LPRINT A$;
170 NEXT X
180 LPRINT
190 NEXT Y
```

It assumes that LPRINT works (for the Interface 1 use OPEN #3,"T"). You'll probably have to change the line numbers to be used with *Masterfile*. Graphics dumps are a little more complicated.

**I'm writing about the recurring problems of syntax errors in microdrive commands. Another reader wrote in with this problem and your reply was to ensure that the edge connectors were clean. Well, I can assure you that my connectors are immaculate but one method to get around the problem is to ease off the short ribbon cable between the interface and drive. If the problem recurs then the ribbon should be pushed back in again. This is a real nuisance and I've written to Sinclair asking for advice on making a more permanent solution.**
**Robin Buncombe, London**

I've no further ideas on how to cure this problem but I'd be very interested in Sinclair's reply. I've a feeling they're going to say 'send it back and Sinclair'll fix it for you' though.

● *Here's a very useful tip from H Evans from Leicester. As a CAT doesn't tell you what the type of files are, you can add something to the name to indicate this. One way of doing this is to use an extension (like CP/M) for example TEST.BAS but this sacrifices four characters from the normally restrictive 10. A better way that only takes up one character is to use a token on the end of the name, for example DATA, CODE, SCREEN$ etc. though you'll have to decide which token you like best for Basic programs. You could also use two tokens such as SCREEN$ LOADer as that'll make file types even more obvious.*

*Thanks for that and don't forget I always welcome tips from readers — all you've got to do is send them to me, Andrew Pennell at Microdrivin', YS, 14 Rathbone Place, London W1P 1DE. Well, that's it for this month but look out for next month's Microdrivin' as I'll be reviewing a microdrive sector editor.*

All letters win a YS badge

*YS GOONIES* COMPO

## Have a yo ho ho with our fabulous compo — it'll grab you by the Goonies!

Shiver me timbers! Look what we found during our annual spring clean at Castle Rathbone. A battered parchment, yellow with age. And on it a treasure map of the long lost Isle of Sinclair. There's treasure on that there island, and lots of goodies for you if you can help us find it.

And this is what you do . . . Look at the clues. The first one tells you the starting point — then it's only a matter of following the clues through. Each one'll give you a location on the map — all you've got to do is draw a line between them. Once you've found where the treasure is buried, draw an 'X' to mark the spot. Then send the whole page, or a photocopy, to Pieces of Eight Compo, *YS*, 14 Rathbone Place, London W1P 1DE. The four first prize winners will receive a piece of eight (an antique silver coin to you) and a copy of US Gold's great new game '*The Goonies*'. The 20 runners up will receive a copy of the game each.

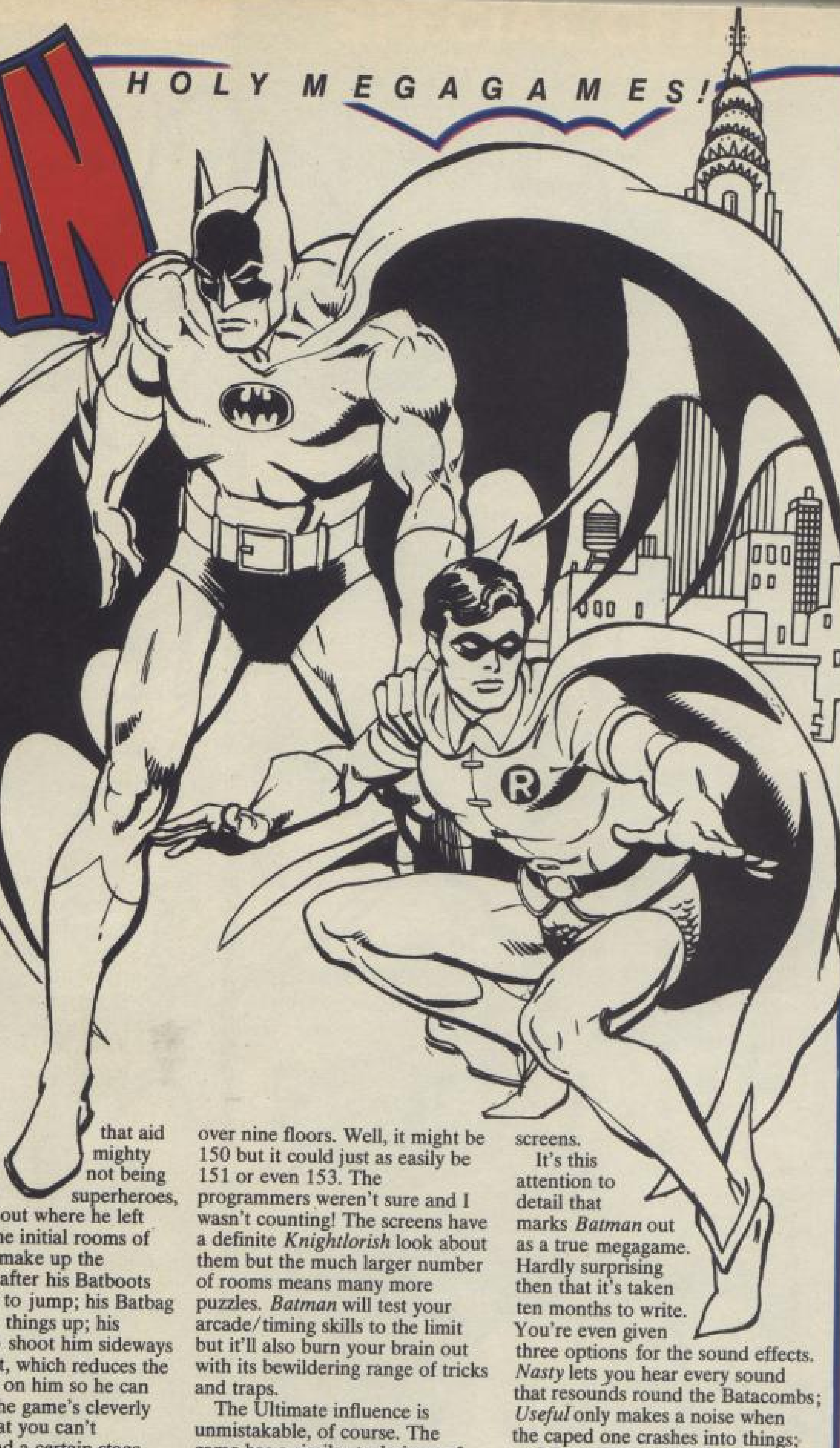
***The Editor's decision is final — have you seen his left hook? Employees of US Gold and Sportscene Specialist Press will be made to walk the plank if they attempt to enter. Entries must reach us by Capns log, star date 31.5.86.***




Name .................................................... Address ....................................................

# BATMAN

## HOLY MEGAGAMES!



***Holy Smoke! High above Gotham City a shaft of light slices through the darkness. But only one man in the metropolis knows its true meaning — it's a call for help that he has answered many times before. Bruce Wayne races to the phone and hears a familiar voice.***
**Commissioner Gordon:** *Batman? (For it is he!) Bad news. Robin's been kidnapped.*
**Batman:** *Impossible! He's down in the Batcave.*
**Commissoner Gordon:** *Then this ransom note's a ruse. But...*

*Has Robin been kidnapped? Or has the Boy Wonder wandered off? Can the Caped Crusader come to his rescue? Will the Penguin end up with egg on his face? Has the Joker cracked it? Is Catwoman feline felonious? All may (or may not) be revealed by Tommy 'Boy Wonder' Nash as he reviews Ocean's new megagame, Batman.*

YOUR SINCLAIR MEGAGAME

Wheeeeeee! Batman comes slip slidin' away down the Batpole and he's off on his Robin rescue mission. Yes, that's how the straight-backed, square-chinned superhero of comic strip and silver screen makes his debut into software. Okay, so he's a mite chubbier than you may remember him from the pages of DC Comics but his cloak and mask make him instantly recognisable. But now he's on his own — sans sidekick. The other half of the Dynamic Duo has gone walkies, though the exact reason for this hadn't been concocted when I saw the game. At that time, the finishing touches were just being added to the plot though the game itself was a hundred per cent complete. No doubt some perfectly implausible explanation involving one of Batman's arch enemies will have been thought up by the time the game hits your Speccy.

Originally, Robin was meant to have a starring role in the game alongside his crepuscular companion and the programmer's even got round to designing a spritely figure for him. But then they hit a stumbling block. How do you make it easy for the player to control two superheroes simultaneously? It was at this point that Robin was conveniently kidnapped!

Batman's first task is to collect the four items that aid him in his mighty powers. But not being the tidiest of superheroes, he has to find out where he left the things in the initial rooms of the game that make up the Batcave. He's after his Batboots that allow him to jump; his Batbag so he can pick things up; his Batthruster, to shoot him sideways and his Batbelt, which reduces the pull of gravity on him so he can 'fly' further. The game's cleverly designed so that you can't progress beyond a certain stage without these items. With them, the Caped Crusader is ready to go crime-fighting.

Robin didn't go without a struggle. The seven parts of the Batcraft, which he was servicing at the time of the snatch, are scattered all around the Batacombs. And before Batman can rush to his rescue, he must find all the bits so that they can be teleported to the launchpad, situated at the top of the very highest tower. The game ends when Batman's sitting in the reassembled craft ready to rescue Robin and bring the Gotham gangsters who got him to justice. *(Note for Batfans:* the reason for having a batcraft instead of the Batmobile is that a vehicle with wheels would've taken up too much memory!)

The Batacombs are a complex maze of at least 150 rooms spread over nine floors. Well, it might be 150 but it could just as easily be 151 or even 153. The programmers weren't sure and I wasn't counting! The screens have a definite *Knightlorish* look about them but the much larger number of rooms means many more puzzles. *Batman* will test your arcade/timing skills to the limit but it'll also burn your brain out with its bewildering range of tricks and traps.

The Ultimate influence is unmistakable, of course. The game has a similar technique of forcing you through doors if you're not quite lined up. And you can pick up objects in a room and use them there but you can't transport them to other screens à la *Fairlight.* And the rooms reset to their original state each time you re-enter them. *But* the game's a definite development from the *Knightlore* days. Take, for example, the reincarnation pills that allow you to restart the game from the point at which you collected one last — great idea that. And then there's the ability to define a single key that lets you pick up and jump at the same time. Cuts out all the contortions with keys that you had to go through to achieve the Ultimate accolade. And Batman keeps up a constant speed no matter how many objects there are in a room — none of those short, slow steps that held Sabreman back on full screens.

It's this attention to detail that marks *Batman* out as a true megagame. Hardly surprising then that it's taken ten months to write. You're even given three options for the sound effects. *Nasty* lets you hear every sound that resounds round the Batacombs; *Useful* only makes a noise when the caped one crashes into things; and *Late At Night* is silent.

The only thing that's missing is the crazy cast of criminals from the original cartoons. If ever there's a follow-up, perhaps the programmers will pick up a Penguin or take the gag out of the Joker's mouth...

How does Batman's mum call him in for a meal?

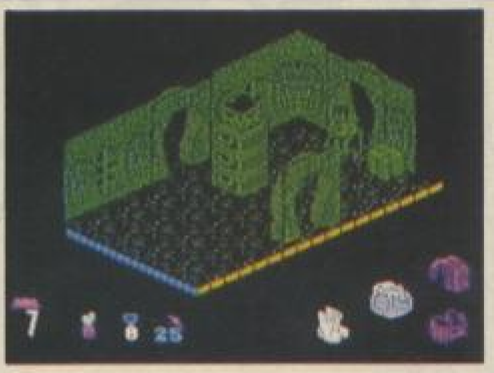
Dinner dinner dinner dinner, dinner dinner dinner dinner — BATMAN!

**FAX BOX**

| | |
|---|---|
| Game | Batman |
| Publisher | Ocean |
| Price | £7.95 |
| Joystick | Kempston (auto-detects), Interface II etc. |
| Keys | Define your own |

Graphics
Playability
Value for Money
Addictiveness
9

## EN SUITE BATROOMS



**That's a re-incarnation pill up there on top of the pillar. Fortunately it doesn't have to be taken internally — getting one of those down your gob could prove difficult. Use the spring (S for spring) to boing yourself up. With a pill in your possession, and there are six in all, you don't have to restart the game from the beginning when you run out of lives — you can choose to start at the point where you collected the pill. (*Programmers' note:* adding re-incarnation pills to your programs is not harmful to the memory. *Batman* only uses four bytes to store the data for lives, objects collected, room and so on.)**



**Just when you thought it was safe to call it an Ultimate clone... Double rooms like this are dotted all over the Batacombs but this is the first — and it's quite a shock if you're not expecting it. These rooms also add to the realism of the game — are all the rooms in your house the same shape? — but it's still possible to map the game.**

## BAT MOBILES

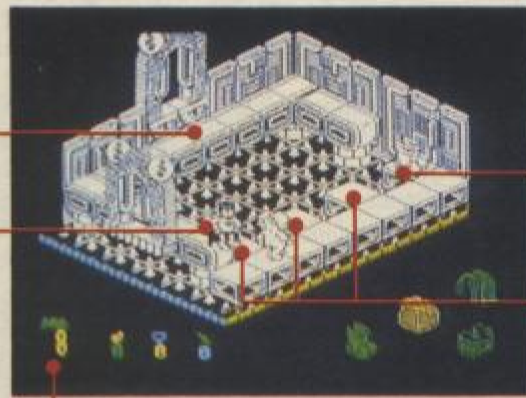


**Does he look the bat's whiskers, or what? He walks, he runs, he jumps, he stamps his foot — now you can collect the complete set of Bat capers. This print-out shows you some of the programmers' finished ideas for the game's graphics. Besides Batman, you can see a selection of the dastardly devils out to do him in. Okay, all our old faves like the Joker and the Riddler have failed to show but the game's still chocka with cooky customers.**

## LATER THAT SAME EVENING

This is a one-way walkway to destruction. Step on it and you'll be whisked away to your doom — it's a conveyor belt. Just keep moving in an equal and opposite direction and you should be okay.

It's the Caped Crusader himself — bit of a fat bat! Okay, so he's put on weight since we last saw him but he still keeps active. That's why when you leave him alone too long, he taps his foot to tell you to put a move on.



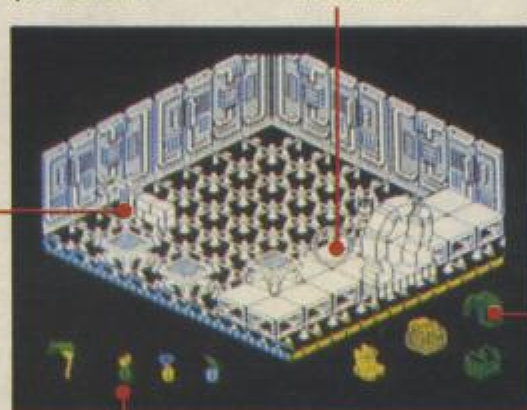
These boots were made for jumping and that's just what they'll do! Course, trying them on for size can prove a little tricky. And getting out of the room again is no easy matter. Use your carbon-reinforced cloak to hang on by the very last thread... and jump!

If you're going to keep out of the hairy monster's way, you'll need to find out which of the three bricks are safe. Well, the first is okay, the second disintegrates and the third is a conveyor belt that'll dump you straight onto the deadly floor. So, take care.

Batman? Pah, Catman — he starts out with nine lives. At least you can't accuse the game of being stingy. But then with 150 odd rooms to explore, you're gonna need them. Plus, there are a further 22 batpills scattered around the rooms that'll each give you an extra life.

There've been a fair few mild green fairies toiling to make a soap bubble strong enough to take your weight. Push it over towards the bricks on the other side of the room then get ready for a spot of cloak-hanging to reach the other side.

Here's the Batthruster sneakily tucked away behind these bricks. The one colour rooms can make it a bit tricky to spot objects sometimes so the programmers have seen to it that they move slightly as you enter a room.



When you've got your grips on an object it won't remain permanently in your possession unless you drop it and pick it up again. It's a little trick you can try out on the thruster. Forget and leave the room, and the thruster will return to its original position.

● Just when Batman's in a real batjam and it looks like he's breathed his last, something always crops up. The game's the same — sometimes. There's a random 'dog's life' that may just save your bacon.

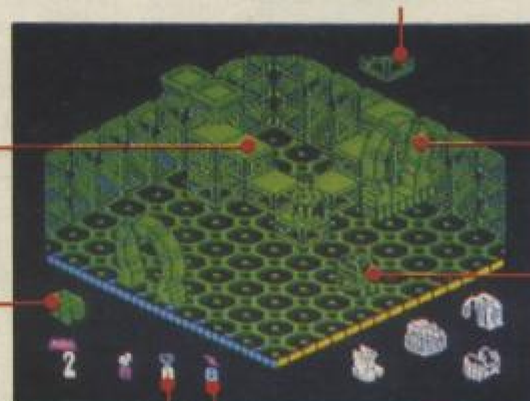
Jumping Jack Rabbits, Robin! There are batpills in the game that'll each give you ten double height jumps. You can see how many you have left here. But use them carefully — you only have to waste one jump and it may mean you won't be able to reach that illusive object.

● All over the Batacombs there are hidden rooms and the only way you're going to discover them is by walking into walls. Course, most of the time you'll just end up with a sore head...

Here's a tile of the unexpected. Always keep an eye open for the up exits to the floors above you.

It's not only picking up objects that can cause problems. Sometimes just getting from one side of a room to another can get Batman's knickers in a twist — even though he does wear them outside his trews.

This is no stairway to heaven — you'll soon find that the steps have a tendency to disintegrate as you tread on them. Which ones? You'll find out soon enough!

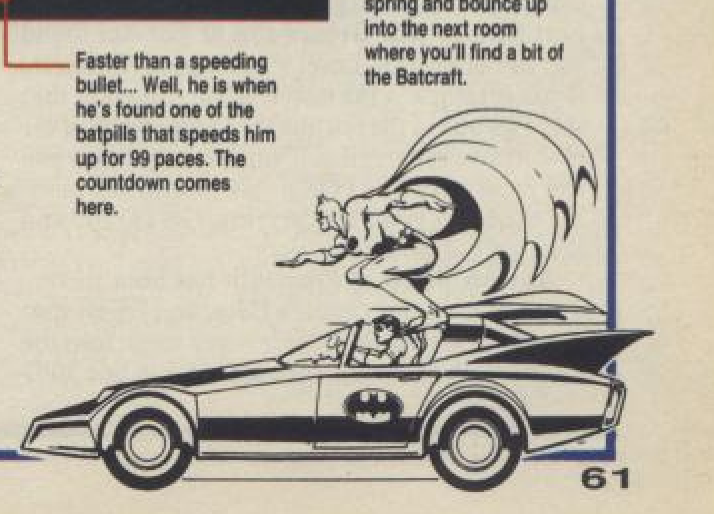


Here boy, walkies. This canny canine'll make a dog's dinner of you but you can put him to good use. Wait for Rover's return then drop the spring on his head. Now it's your turn. Jump on to the spring and bounce up into the next room where you'll find a bit of the Batcraft.

You can see here the objects that are stored in your batbag. But even Batman can only carry things of a reasonable size like this spring. If you need to use a larger object to stand on, you'll just have to push it into position.

Keeping taking the tablets. For instance, find a shield pill and you'll be invulnerable for 99 seconds — the time ticks away on this clock. You can recognise all the batpills 'cos they look just like baby Batman clones.

Faster than a speeding bullet... Well, he is when he's found one of the batpills that speeds him up for 99 paces. The countdown comes here.



Right, to begin let me say that these are going to be some of the best adventure pages around, so keep reading 'em. And just so you know, I'll be dealing only with straightforward text and text'n'graphics adventures, with maybe some variations like *The Fourth Protocol* allowed to creep in. But, arcade adventures will be dealt with elsewhere in the mag. Okay the odd one might sneak in when I'm not looking, but if I come across that Wally Week in these pages I'll throw him out at once.

If you're writing in and want a personal answer to a problem, then enclose a stamped addressed envelope. If you don't then I'll assume you're happy for me to deal with your problem in these pages. Mind you, just because you enclose an sae it doesn't mean you won't be seeing your name here.

Address your letters to me at *Your Sinclair*. And remember, if you've got a query for a different department, you'll have to go wild and splash out 12p on another stamp otherwise it's likely to get lost among the old axes and dead dwarves that lie around my desk.

Always try to ask a specific question, too. How not to do it is shown by **Darren Clark**, of 8 Meadow Road, Mirehouse, Whitehaven, Cumbria CA28 8EJ. "How do you finish *Spiderman?*" Darren asks. Well, it depends how far you've got, Darren. Do you mean right from the start, from about half-way through, or just the last few problems? Anyway, for help on that, *The Hulk*, and just about any adventure you care to name, contact **James Elliott**, 266 Carseview, Tullibody, Alloa FK10 2SU.

Another example of how not to do it is from **M.N.Andrews**, of 116 Rosebery Avenue, Yeovil, Somerset BA21 5LF, who says he or she is pulling out his or her hair trying to get past the Guardians of the Gates. Fine, but it'd make things just a touch easier if you told us the name of the adventure. We don't want people pointing at baldies in the street and saying "They must read *Your Sinclair*," do we?

Now on to this 'El Supremo' business. So many readers have completed so many adventures that I think instead I'll start a 'Big-Head of the Month' award, so just watch it. What I would like, though, is to hear from anyone who thinks they might be the first to finish an adventure. Write in if you reckon you have a claim to fame like that. You never know, we may even feature your ugly mug in these pages.

There's no doubt in my mind, though, that the 'El Supremo' title has to go to **John Wilson** of Rochdale, who's first in with completed solutions. And his right to the title is even supported by other readers who acknowledge his help. John himself hardly ever seems to need a clue of any kind. I hereby declare him the Rochdale Balrog. (*Let's hope it's not catching. Ed*). We'll find out how he does it in a future issue.

Now, a few tips to show that adventures are capable of POKEing a program as well as the next person. **Jim Grimwood** of London found you can break into Level 9's *Dungeon Adventure* if you get stuck in the tower. It's at this point that there's a bug in the routine that keeps track of the objects you're carrying. If you have too many you can press BREAK, POKE 26490 with the number of objects you were carrying, GOTO 100 and then get out of the exit door.

**Adrian Shaw** of Plymouth has been tinkering around in the *Oracle's Cave*, and found that you can press the down arrow key to get into the program, then change the value of T in line 3002 to alter the number of days you have in which to complete your task. Increase it to 36000 to give you 50 days, for example, or down to below 3600 to start making the game tougher.

Most adventures are quite hard enough as it is, and **Andrew Smith** of Fakenham, Norfolk, is finding that he Karn't do *Heroes Of Karn*, because he's having trouble finding Khadim and also according to him, because he can't open the pearl. I think you mean the clam, Andrew, in which maybe you hope to find a pearl. You can't get into that till quite late on in the adventure. And as you might've expected you'll need a tool of some kind to prise it open: RABW ORCA EKIL. As you see, I'll be printing the occasional solution backwards, in case some people are trying to figure out that particular problem for themselves. Though don't be like a reader (on another magazine, of course) who wrote to ask me if that meant the answer had to be typed into the adventure backwards if it didn't work the right way round.

Did you know that there was a text-only version of *The Hobbit?* I didn't, till several readers wrote in to point out that if you choose 'N' as the key to press to remove the loading screen and start the game proper, the graphics don't appear. It works — try it. I think the star of that adventure should be nicknamed Bilbo Buggins, because of the numbers of bugs in the program. The latest to come my way is from **Ian Ormesher** of Bootle, who says that in the original version 1.1 of the game it was impossible to kill the dragon. That's because you couldn't go east from the town in the middle of the Long Lake. That's because you couldn't go east from the town in the middle of the Long Lake. This has been corrected in version 1.2, mind. It sounds like it was a slight fault in the routine where you must ask Elrond to read the map for you, and the route he tells you about is only actually filled in on the map at that point. If you don't have him read the map to you then the route won't exist. The way to spot the difference between the versions is that the names of the programmers have been added on the loading screen for 1.2. Have any other readers found this problem? My version is the second one, so I can't check it out.

I'm sure we'll soon be encountering more and more bugs on *Lord Of The Rings* in the months to come. The most obvious one is in the first location, if you try to SEARCH DESK. See the response you get to that! Any more from you little bug... erm, you little bug-hunters out there?

One of the problems in Melbourne House's latest is getting through the maze in the Mines of Moria. A reader from Christchurch in Dorset with the almost perfect adventurer's name of **Richard Grandorge** got himself lost at this point. I won't print the route through the mines backwards, as you might find yourself even more lost than you were to start with. So, if you don't want to know, don't read that it's UP, EAST, EAST, EAST, DOWN, DOWN, WEST, WEST, WEST, DOWN — you should then find yourself in a corridor.

Richard and others have also had trouble with the barrow-wight. It seems that violence only meets with violence. A peaceful approach won't get you anywhere, so: ELBIS IVNI EMOC EBDN AGNIR RAEW. Another common problem is asked by **Tim Chamberlain** of 17 Colthurst Way, Leicester LE5 2LF, and that's "Can you kill the Black Riders?" No, cowardice is the answer, but you've got to know which way to go to avoid them. If they arrive, the general rule is HTUO SROH TRON OGYL NO. And now if you'll excuse me, I'm going west till the next issue.

## LOST SOULS

**If anyone's ever** helped *you* on an adventure remember that and see if you can now help any of the following with a quick letter solving their problems.

**J. Rose, 12 Rusholme Grove, Rusholme, Manchester.** In *Sherlock*, how to prove to Lestrade that Mrs Brown killed herself, that Foulkes is innocent and that the body is really Tricia Fender. In *Valkyrie 17*, how to pass rats, get meat and get currency other than Grotniks.

**Allan Crosbie, 17 Inchcolm Dr, N. Queensferry, Fife KY11 1LD.** In *Project Gibraltar*, how to get through dock customs and find civilisation after parachuting from plane. In *The Hobbit* how to find the key to open the trapdoor in the Goblins' Dungeon (you're barking up the wrong key there, Allan.)

**J. Rickman, 25 Beech Wood Ave, New Milton, Hants BH25 5NB.** In *Ship Of Doom*, how to get the key from under the glass cover in the key room.

**Lee Crump, 6 Colebrook Ave, Shirley, Southampton, Hants SO1 5NR.** In *Sherlock*, how *do* you decode the notes so they're no longer faulty in Basil's house?

**D.T. Ash, 144 The Drive, Bexley, Kent DA5 3BX.** In *The Hobbit* how to deal with the bulbous eyes, and in *Legend* what to say to the dragon (well, what do you say to a dragon?), and what to offer the robbers that surround you in the woods.

**Paul Bruce, 56 Meadowbank, Kirkwall, Orkney, Scotland KW15 1QL** has a simple message on *Sherlock*: HELP!! We all know the feeling, Paul, but maybe a specific question would help someone help you.

**D.M. Markillie, 26 Marshall Road, Cambridge CB1 4TY.** How to fly the plane and what is its destination in *Atlas Assignment*. I don't know that adventure but it doesn't sound much fun searching for an atlas. Every school's got hundreds of them.

**Owen Dunn** hasn't done *Se-Kaa Of Assiah* because he can't go in the castle and his staff is useless. Sounds like Basil Fawlty again. Help Owen out at **78 Roche Way, Wellingborough.**

**Nicholas Redman, 2 Hawthorn Ave, Marple, Rosehill, Stockport, Cheshire SK6 6EP.** In *Finders Keepers* how to get out of the exit above the puss-with-no-boots, and in *Ship Of Doom* how to get the key when you've broken the glass case. (Not that one again!)

Not a maiden but definitely in distress in *Spellbound* is **Andrew Heath, 52 Lower Dolcliffe Rd, Mexborough, Nr Doncaster, S.Yorks S64 9PA.** How to get to the bottom two floors of the game and how to enter the gas-filled rooms.

## KIND SOULS

**I know there** won't ever be a shortage of Lost Souls, stuck in adventures and writing for clues, but I hope I'll also be hearing from all you Kind Souls too, offering to share your success with others and giving a helping hand by way of a map, a clue ... or any unwanted old lamps you have lying around.

To start this hopefully never-ending-story (now there's a subtle link) is **David Inglis, 35 Kirkbain Ave, Cambuslang, Glasgow G72 8NT.** David's finished and mapped *The Never Ending Story*, except for a bit near the end where, he says, he can't remember how he got from the stairs to the door. We've all had nights like that, David. If you want any help on *NES*, then, send David an sae — and if he can remember how to get to the postbox he'll solve your problem.

Or write to **Alan Fairclough, 23 Melidene Gardens, Tranmere, Birkenhead, Merseyside L42 5NG,** who completed *NES* in 12 hours, and then went on to polish off *Lord Of The Rings*, which people seem to be finding much easier than *The Hobbit*, and rather a disappointment. "Not a patch on *The Hobbit*," Alan reckons.

Talking of which, there's help available from another reader on *The Hobbit*, *Hampstead*, *Valkyrie 17*, *Velnor's Lair* and *Pyjamarama* (how did Wally

# Adventures

Mike Gerrard *joins the* YS *team to champion the cause of Spectrum adventurers everywhere.*

creep into my column — get out at once!) He's **Vincent O'Brien, 23 Manor Road, Shevington, Wigan, Lancs WN6 8EE.** Is he a Wigan adventurer with no peer?

You'll have to send the postman further north if you want help on *Erik The Viking*. No, not quite to Norway, but to **Euan Terras, 9 Leslie Terrace, Prestwick, Ayrshire KA9 1LN.** Euan's also willing to help on *Hampstead, Urban Upstart, Sherlock, Spiderman, The Hobbit, Valkyrie 17, Fourth Protocol Part I*, all Artic and Channel 8 (R.I.P.) adventures, and most *Quill*'d adventures (sounds like you've got an early *Quill* that allows you to inspect an adventure's data — am I right?)

If you're wondering why I repeat titles like *The Hobbit*, which several people have written in about, well it's because if someone's stuck in more than one adventure, he might be able to find one other reader who can help on them all, rather than have to write to two or three. If you do write, never forget to send a stamped addressed envelope.

As for those who've completed literally dozens of adventures, I'm saving their moment of glory for a future issue, but meanwhile a few quickies:

*The Hobbit, Sub-Sunk, Urban Upstart, Red Moon, Emerald Isle, Forest At World's End* and *Twin Kingdom Valley*: **Kevin McIntosh, 419 Great Western Rd, Aberdeen AB1 6NJ.**

*Planet of Death, Valkyrie 17* and *Fourth Protocol*: **Peter Bates, 21 Bedford Gardens, Tinshill, Leeds LS16 6DH.**

*Spiderman* and *Urban Upstart*: **James Winnard, 68 Bexley Drive, Normanby, Cleveland.**

And finally a plug for the Hints Archive for Lost Adventurers (or HALA for short), run by **Sonia Griffiths-Glover** (or Sonia for short), from **38 Bellfield Drive, Willerby, E. Yorkshire HU10 6HQ**. HALA offers help on any adventure, and in return only asks that you send in something for the archive, to enable it to be built up. If you send Sonia the usual sae she'll send you details, and she may even put a kiss at the foot of your letter, as she did on mine — but she'd have got the plug anyway!

## ADVENTURERS INTERNATIONAL

**If you're feeling** kind and want to save a Danish adventurer's bacon, you can do your bit for international relations and contact **Nikolai S. Christensen** of **Kildevej 15, 8600 Silkeborg, Denmark**, who's sent two postcards depicting stamps from Greenland for some reason. Red herrings I expect. Anyway, Nikolai's having trouble robbing the tax-collector in *Robin Of Sherwood*, and getting to the town in *Valkyrie 17* (learned how to ski, got your skis *and* your ski poles, Nikolai?)

From the same neck of the northern woods is **Steven Snedker, Hovedvesen 124, 2600 Glostrup, Denmark**, who wants more tips and maps (just what we're planning to give you), and also needs to get into Schloss Drakenfeld in *Valkyrie 17*. Make sure you've 'bin' everywhere outside the Schloss, and if you need a password it's a 10-letter word that's in my previous sentence.

Yet more from the land of the Danes, with **Martin Brinks, G1. Hellebaekvej 68a, 3000 Elsinore, Denmark**. Martin's caught up in the colour codes of *Snowball*, and anyone who's gone through that will have sympathy for him, I'm sure. If you have enough, write and explain how to use the crew member's code — it's a lengthy explanation which there isn't really room for in this short section.

Finally, for a slight change, a letter from Sweden, and **Kristoffer Lindberg, Rödkallensväg 11, 95141 Lulea, Sweden.** Kristoffer found that *The Never Ending Story* didn't quite live up to its name as he polished it off in three days, but needs help from anyone currently playing *Sherlock, Sorderon's Shadow* or *Hampstead*, though he doesn't say where he's stuck. What a Swedish adventurer makes of the UB40's, gentlemen's clubs and so on in *Hampstead* I don't know, but I'd be quite happy to hear, and from any other adventurers international.



***Our adventure section has increased considerably this month, and from now on it'll be in the very capable hands of adventure addict,* Mike Gerrard. *Mike is already well-known for his adventure columns in other computer magazines, and he has also written several adventure books and articles for the Guardian.***

# News

*There's quite an incentive to buy the Spectrum version of Incentive's* Graphics Adventure Creator *when it's released on May 1st. According to Ian Andrew the software house is actively looking for adventures that've been written using the program (which has already had rave reviews in its Amstrad version.) "The adventures will have to be good, though," Ian says. "At the moment we're receiving two or three a day written using the Amstrad* GAC, *and we've only found one that's different enough to be worth publishing under our new Medallion Adventures label. We definitely want to see Spectrum adventures, though."*

*The Spectrum version will have all the features of the Amstrad version, plus a few extra ones. The price has yet to be set — also the case for Incentive's next Spectrum release in May/June,* Axe, *a strategy graphics adventure with battle sequences, complete with book by Frank Oliver and graphics from Incentive's regular art-man, Pete Carter.*

**I asked Global Software, whose 4-adventure compilation is this month's main review, if it had any other Spectrum releases lined up. Mike Daniels said, "We've got a couple of adventures almost ready, written on the Amstrad using Incentive's *GAC*, and we're just waiting for the Spectrum version of that in order to convert them. One's called *The Beer Hunter*, which is obviously a boozy adventure in which you have to manage to get back into a party you've been thrown out of, and the other's *Old Scores*. This is a modern-day adventure, based in and around the South Bank area in London. It has over 200 locations and three major puzzles to solve in a real-time of about two hours.**
**We've got back-stage tours of places like the Royal Festival Hall arranged to tie in with it."**

Talking of art-men, one of my own heroes is Terry Greer, who produces the stunning pictures in Interceptor's adventures. Though the software house recently cut the price of all their adventures to £1.99, fellow fans will no doubt be pleased to hear that Terry's currently working on their next release with his regular partner, David Banner. "It's an adventure revolving around an earthquake," was all Terry would tell me, though.

*On the 128 front it seems to be very much a case of "Wait and see." Though Ocean has extended* The Never-Ending-Story *(packaged with every 128 sold) other adventure publishers are in the main saying that they'd like to see how the 128 sells before knuckling down and producing anything for it. Oh well, it gives us chance to catch up on a few more of those tiny 48K games.*

Some of you *Swords and Sorcery* fans out there might like to know that PSS has produced a second level to the original game, along with various other goodies like cassette labels for saving your favourite characters and *The Complete Guide To Monsters*, — I think everyone could suggest some entries for that! On its own the new packagecosts £4.95 mail order only, or you can buy the original level one release as well for a package price of £14.95

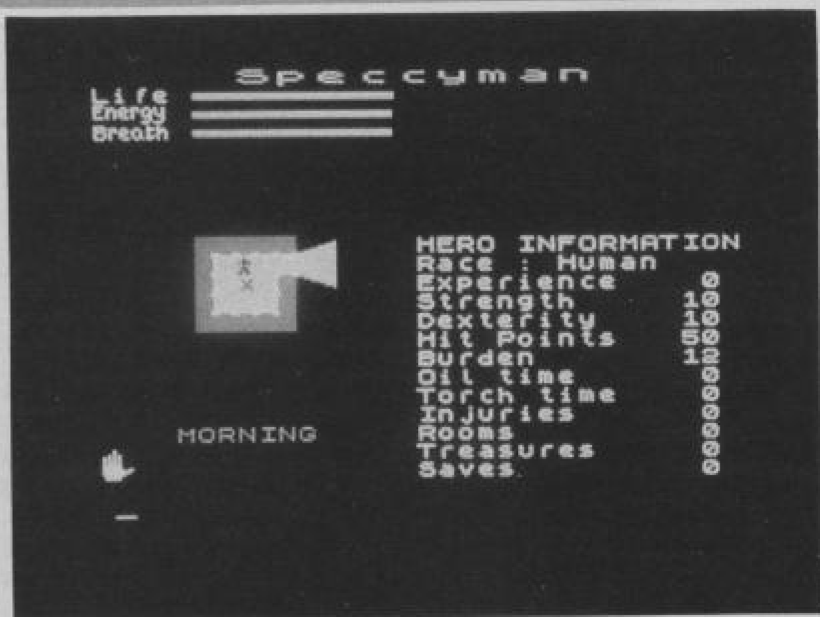
*Figures just published by The Adventurer's Club Ltd show that they now have a membership of over 2,000, and about 40% of these are Spectrum owners. Half the members are in the 18-35 age group, though this may have something to do with the £10.95 membership fee. They do give value for money, however, with a regular heavy dossier thumping through your letter-box and access to a phone-in helpline five days a week. The news that Pete Austin's just agreed to be their President is a feather in their cap, so if you fancy reading his monthly column in the club dossier, give 'em a ring on 01-794 1261.*

# YS Adventures

## FOURMOST ADVENTURES

**Compilations are definitely the in-thing at the moment. Here's the first especially for adventurers, although it contains four lesser-known adventures rather than a group of mega-hits. Still, anything that carries Tony Bridge's seal of approval has to be worth looking at, and the varied selection here should provide at least two or three for anyone to enjoy.**

### OUT OF THE SHADOWS



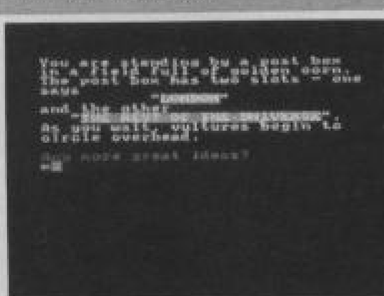

My own un-favourite is this attempt at producing a D&D style game.

The opening screen invites you to restore a saved game, create a new dungeon, create a new hero, or create both. And your hero can be either a human, elf or dwarf, though there are no characteristics to set up other than those you're issued with. You then have a choice of six quests; or of a random quest; or of no quest at all if you just want to have a mooch about. The quests all have grand names like Silmaril, The Island, or Crown and Serpents — and as that sounded like an interesting pub to visit I set off in search of it. It has to be said, though, that all the quests look remarkably similar.

One feature of the display screen is an attempt to simulate real vision. So, your little matchstick man can only see what he'd see in real life; any part of the landscape that's blocked by walls or whatever doesn't appear on the screen till you move to a more suitable position — hence the shadows, out of which various beasties come to attack you. One of the first essential things to do is locate the home of the Merchant, somewhere near your starting point. Here you can buy and sell items, including the food that you'll need to keep on trekking.

There are plenty of spills and spells, as you attempt to slay a few monsters and boost your experience. If you fancy moving a matchstick man round a matchstick landscape and getting attacked by matchstick rats then this could be just the game for you.

### THE MURAL

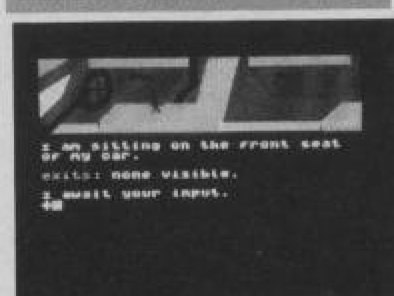


*The Mural* is certainly a contrast — unless there are now dungeons and dragons in Neasden High Street. This is where you allegedly begin the game, according to the scenario. Having been accosted by two men wearing suspender belts, you're given the task of painting over an obscene mural. Now you have to admit that as adventures go, this is just that bit different!

You awake in a cave with nothing more for company than *The Quill*'s gothic character set, but with exits in all directions. Trust me to pick the one which is immediately blocked off by a penguin which drops down and sits there eating a sandwich. Or was it a sandwich eating a Penguin? Whatever it was, I had nothing to try to get past it with, so I entered the cupboard, warily examined the smelly fur coat and tin of dead maggots, before going north and walking into a lamp post where I was given a message that I'd met the lion and the wardrobe, but no witch yet!

Back at the cave, another exit leads to the obscene mural itself, so in the interests of research, I took a close look. It "shows several nubile elven-maids in some extremely erotic postures while a gorilla in a tutu dances in the background." Shame it's text-only. It sounds just like the *YS* Christmas party! Interesting as the mural is, the room's a bit plain otherwise, so it's back to the cave and out the other side and off to a small house, where you find a carved cuckoo, a copy of the New Orc Times (ouch!) and a C5 order form quietly mouldering away. Heading off in yet another direction through a field of ripening corn, past the buzzing insects and the hovering vultures, I managed to squeeze myself into a pillar box but couldn't squeeze myself out again. The adventure makes as much sense from in there as it does from anywhere else, so I stayed put and tried to read the small white envelope and puzzle out why I hadn't been able to get the bucket with a hole in it out of the well. Baffled yet? Me too — but I enjoyed it all tremendously just the same.

### MICROMAN

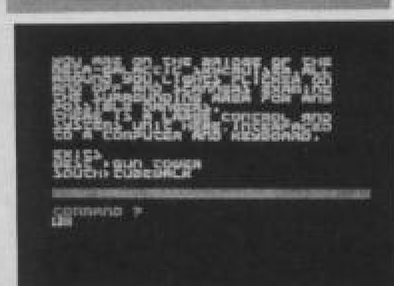



Released previously as *Project X — Micro Man*, this is the tale of Professor Neil Richards (that means you), who's been given a dose of Gamma Radiation that's reduced him to the size of a box of matches. Quite why the shrinking has to occur while he's sitting inside his car I don't know, but it does lead to the first fiendish problem — how to get out. As it seems to me highly unlikely that most people would get it, I'll give the answer here, but backwards, of course: TIGN INRU TFOD AETS NIEL DNAH DNIW.

With that out of the way I was soon wandering towards the main road, where a dead hedgehog warned me to be careful. It's bad enough being small without being squashed. Keeping to the fields seemed a better bet, and the first simple maze came in the form of a haystack — no prizes for guessing what you can find hidden there. Later on a broken lolly-stick proved its usefulness, though you've no sooner dug your way out of somewhere than you're confronted by a giant mole. Up onto a lawn and you're outside a house, though inside the garden shed there's a swarm of killer wasps that saw me off. Fortunately the RAMSAVE feature helps battle recommence pretty easily.

*Microman*'s a lot of fun, and clever use of *The Illustrator* means that decent graphics pop up fairly regularly.

### GALAXIAS



This final adventure on the *Fourmost* tape is the one that'll probably interest lots of people as it's an early effort from someone who went on to do better things. That someone is Fergus McNeil, the better things are *Bored Of The Rings*, *Robin Of Sherlock* and various quests for various joysticks. Not that *Galaxias* is in any way bad — it is certainly my favourite in this collection, with lots of style and indicating just how much variety you can coax out of Gilsoft's utilities.

For a futuristic adventure we're presented with a futuristic character set, though I'd have willingly sacrificed it for

one that I could read. Alongside it goes a futuristic adventure language, too, so that you get responses like 'Confirmed' instead of 'OK', and 'Input not understood.' Your job is to cruise the galaxies and find the lost crystal, but first it helps if you look round the locations near the Spaceport where you begin. Just south of the Metalon Bar you'll find the Alcohol Reclamation Centre, (the loo!) while further on there's the miniest of mazes — one location!

There are special instructions for when you reach the bridge of the meta-galactic skycruiser, and these enable you to visit whichever planets are within your reach. Initially there are four of these: Graflon, Terminan, Akrol and Septule. Graphics are used sparingly but effectively, and the ability to travel between the different planets means there's a lot of variety in the adventure — just as there's plenty of variety in this package. And at £2 an adventure I can't see anyone complaining. Okay nothing stunning, but a nicely thought-out collection of good solid stuff that might otherwise have escaped your attention.

Graphics / Text / Value for money / Personal rating — 8

**FAX BOX**
Title: **Fourmost Adventures**
Publisher: **Global Software, PO Box 67, London SW11 IB5**
Price: **£7.95**

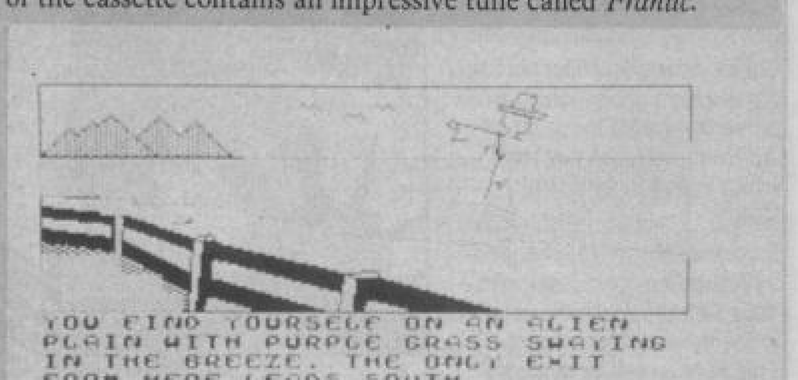
## THE EXTRICATOR

I suppose you might call this another QUIP adventure — one written using *The Quill*, *The Illustrator* and *The Patch*. And come to think of it, that's not altogether a bad description for a game that displays a neat line in dry humour. In one location there's a piece of string which you can't GET, so naturally you EXAMINE STRING: "You know perfectly well what a piece of string looks like." Oh well, it was worth a try. Elsewhere you rummage through a pile of rubbish to unearth a letter. We intrepid adventurers are always finding letters, and what's the first thing we do? Right, READ LETTER. "It's not that sort of letter!" What? Examining the object proves that in fact it's a letter 'L' that's dropped off a sign somewhere — though what the 'L' you do with it I haven't yet worked out.

Your task in *The Extricator* as an earth agent for a top security company is to rescue a Professor Roberts from the detention area of the 'Star Fleet Command' headquarters on the Planet Arg. You begin, though, on "an alien plain with purple grass swaying in the breeze." You're wearing a tin hat and staring at a rather tatty scarecrow. Sitting staring at things doesn't normally get you very far in adventures, though this is one where you'll have to look closely at the occasional illustrations, as well as paying attention to the text, if you're to make any progress.

Uncovering a familiar old fissure, I made my way past some not very clean water and into one sector of the complex. On a desk I found a computer, which on closer inspection turned out to be "a ZX Spectrum wearing a Saga keyboard." I had a tape of data with me, and got a code from that which later provided me with a laser gun, and eventually I made it to the red sector.

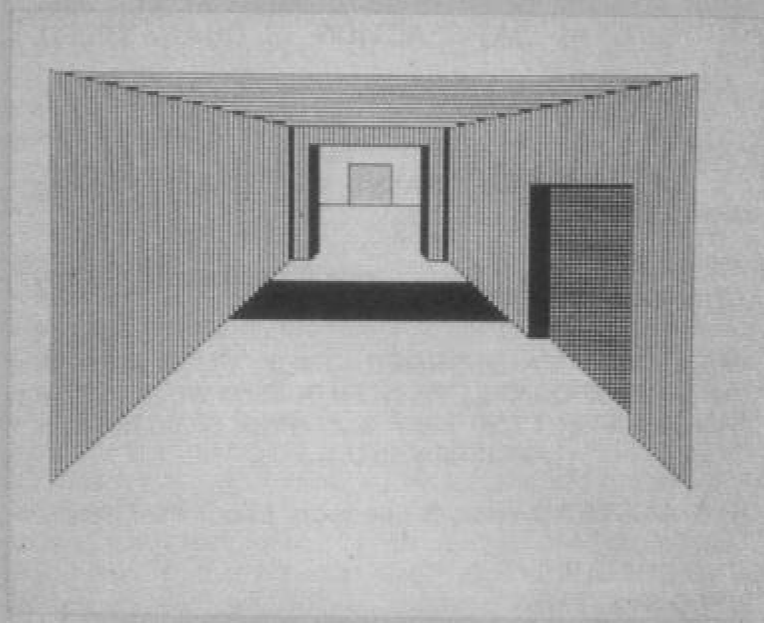
I doubt if experienced adventurers would take too long to work their way through this, but I think you'd still like some of the problems and smile at their solutions. Beginners though, could find it taxes their ingenuity a good deal. The atmosphere's reasonably convincing, with an attempt to produce more than just the bare location descriptions. And the pricing's about right to provide value for money, especially as the B-side of the cassette contains an impressive tune called *Frantic*.




Graphics / Text / Value for money / Personal rating — 7

**FAX BOX**
Title: **The Extricator**
Publisher: **Precision Games, 2 Fern Hills, Langdon Hills, Basildon, Essex SS16 5UE**
Price: **£2.99 plus 21p if mail order**

## SURVIVAL



Central Solutions seems to have released several tons of budget software recently, including a few hundredweight of Spectrum adventures. All the ones I've seen so far have been written using *The Quill* and *The Illustrator*, but my choice of what to review was dictated by finding one that would load. Never has my volume knob been twiddled so much to so little effect.

Still, the aptly named *Survival* finally went in there, though after all that trouble I really wished it hadn't. Perhaps after introducing *The Patch*, Gilsoft ought to provide a spelling checker for programmers who write 'thaught' for 'thought' and 'screach' for 'screech'. The idea behind this one is that you're MI5 agent Gary Gullible and you must recover some top secret documents believed to be hidden on the island of Master Mud. It's here that you're parachuted at the start of the game.

You begin beside a perimeter fence carrying nothing but a cheese pasty, a crowbar, a stopped watch and a lamp without a plug. Strange things to be carrying when you've just been parachuted into this top priority mission. Bond wouldn't have stood for it! The first painful experience is your encounter with a guard, and this meeting is followed by a *Swords and Sorcery*-type sequence of messages like "He hit me" and "I missed him" which are printed on the screen in a long drawn-out manner. You have no control over this and as the messages and outcome are the same every time your enthusiasm for the adventure soon starts to disappear. My first thought after that was SAVE, which I'd advise you to do, except for the slight problem that the program doesn't recognise the LOAD command. Despite the fact that this is documented, it produces the response "I can't." I tried the usual RESTORE, RESUME, LOAD GAME, LOAD PROG in case the documentation was wrong, but all to no avail. This is doubly annoying when the adventure is jam-packed with sudden deaths that hit you with no warning. Take, for instance, the corridor junction where, upon going NORTH, you're immediately killed by guards who smell your cheese pasty. As each of these sudden deaths means having to go back to the start, you can imagine the fun I've had reviewing this one. *Survival* really was an apt title after all!

Graphics / Text / Value for money / Personal rating — 1

**FAX BOX**
Title: **Survival**
Publisher: **Central Solutions**
Price: **£1.99**

Did you know that Captain Kirk's got three ears? One on the left, one on the right and...

# THE FINAL FRONTIER

## THE PLANETS

**More thrust Scotty 'cos we're off into space on a mission to preview Martech's latest game, *The Planets*. Teresa Maughan boldly goes where no woman has gone before...**

Captain's Log. Star Date 4.3.99. Disaster has hit the planet Earth. Tornados, Earthquakes, volcanoes and hurricanes rage violently, — threatening the survival of all life forms. An alien force has made its presence known. Signals arrive from deepest space and a capsule enters the Earth's atmosphere. But what does it all mean? Mission: To save the world from total annihilation.

Sounds pretty hairy, eh? It's actually the scenario for Martech's new arcade/strategy game, *The Planets*. Written by Ian Mc'Ardle, Malcolm Smith and John Wilson, it's an icon-driven game that looks a shade similar to *The Fourth Protocol* — which isn't too surprising since John was involved in the development of that game too. That's where the similarity ends, though. *The Planets* is a huge puzzle that contains many different game elements as well as being extremely informative and accurate on our solar system. The program actually comes on two cassettes as it just wasn't possible to cram all the info onto one tape. On the first cassette you'll find *The Planets* game and *The Alien Game* and on the other is the data for each planet in the solar system.

You begin by orbiting the Earth on board a mothership. You've just received signals from outer space that have been encoded in your spaceship's computer and it's these that go to make up *The*

## WATCH THIS SPACE

The Computer. Selecting this icon gives you a choice between two further sub-icons.



Space travel is all the rage. Choose this one and you'll be whisked away to the planet of your choice. A Mars a day makes you work rest *and* play.



Landing gear down chaps. You'll need to select this option when you want to land on the surface of a planet or when you've had enough and want to discover pastures new.

To be or not to be that is the question. And here's the big 'Q' that'll enable you to examine a capsule on a planet's surface. Neat eh? To select an icon move the big hand using the space bar until it's over the icon you want.

Run rings round Saturn. Here you'll see the planet you're currently orbiting. Nice 'ere ain't it? At least you're not running rings around Uranus.

If you're a bit of a book-worm and would like a bit of extra info about life (or death) on your fave planet then select this icon. And at least you don't have to take it all in at Patrick Moore's pace.

Solar System Maps. Select this icon and you'll get the A-Z of the solar system — well almost.



Short Range Chart. Select this and you'll get a display of the planet you're currently on and any moons and satellites it has.



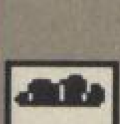
Long Range Chart. Pluto, Neptune, Uranus, Saturn, Jupiter, Mars, Earth, Venus and Mercury are all depicted in beautiful technicolour. You can decide which one you want to visit.




Wanna come and sample the delights of the planets? It's dead easy if you select the sampler icon — you'll get a choice of two sub- icons.



If you need to know what the surface of a planet is like this is where you look. The analysis displayed may come in handy when you come to land and it may even help you open a capsule.



Wow, what an atmosphere! Here you'll get all the info you ever needed on the atmosphere of the planet you're on. The details will be displayed on a graph.

Time's ticking away as you play but this doesn't mean you've got to go clock watching. Martech hasn't decided how long it's going to give you yet.

There'll be no blind dates here. The day, date and year are displayed in full.

If you don't know where you are this'll give you a clue. Look, we're on Saturn.

How many light years away? Well, you're travelling in a supersonic spaceship at about a million times the speed of sound.

And here's the planet you've chosen as your destination. Saturn, Uranus, eating a Mars — the choice is yours!

The Data option'll tell you everything you ever wanted to know about the planet you're planning to visit. Well, its gravity, sidereal rotation, density and radius to be precise — not exactly the stuff of the holiday brochures.



Sidereal rotation is where it's at in this particular option. Displayed on-screen is the sun and the planet's rotation around it. It also shows the sidereal period in Earth days.



Keep your feet firmly planted on the ground 'cos this gives you the details of a planet's gravity. It's a really natty display too. Two spiralling balls will drop to the ground to represent each planet's pulling power.

*Alien Game.* At the same time a capsule enters the Earth's atmosphere. It is found to contain a map of the Solar System that shows the position of eight similar capsules on the other eight planets of the galaxy. That's all the info you have. And even that's more than you'll glean from the 'instructions' that come with the game — there won't be any.

So how do you set about saving the Earth from total destruction? First you've got to play *The Alien Game* — here you'll uncover the clues that'll help you open the capsules. But don't expect it to be immediately obvious when you do find a clue. Remember aliens aren't too keen on us humans so they'll do their damndest to make things difficult.

Now you've got some idea of *how* to open the capsules you'd better track down *where* they're located. So prepare for blast off — destination: the solar system. Decide which planet you want to visit first, then select the Space Travel option. Your spaceship's computer'll then be given all the information it needs about the planet you've chosen.

Then lift-off into the vast vacuum of space — only to find it's choc-full of asteroids and meteor storms. But having successfully blasted your way past these you're then ready to land on the planet. Be careful though, you'll need to take all sorts of factors into account — such as the planet's gravity, atmosphere and surface conditions. And that's where all the up-to-the-minute technical info on each of the planets comes in handy. If you thought docking procedure in *Elite* was difficult, try having a go at this! At least the gravity's the same on every Coriolis space station.

If you land correctly you should see a locked capsule bearing an alien inscription. If you've cracked the code that lets you open the capsule, you'll receive part of the solution to the Earth's problems. But you'll need to open all nine capsules before you make sense of the solution. And even then your troubles aren't over — you'll just learn what you've got to do next. It was never like this on the telly. Beam me up Scotty. Kirk out.

**FAX BOX**

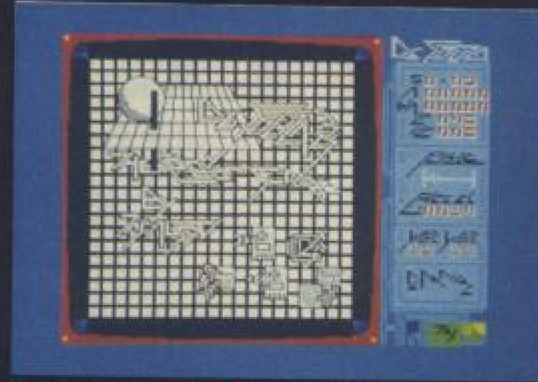
| | |
|---|---|
| Game | The Planets |
| Publisher | Martech |
| Price | £9.95 |



# Heather Couper, presenter of Channel 4's The Planets, talks about her involvement with Martech's new game of the same name.

**When did your interest in Astronomy first start?**
Oh, when I was very small — about 7 or 8. I looked out of my bedroom window and saw a green shooting star in the sky and it really turned me on.
**What do you actually do as an astronomer?**
I'm a full-time astronomy broadcaster and writer. I've written 14 books and presented three television series — the most recent one being The Planets, of course.
**How did you get involved in *The Planets* game?**
I was in a plane on my way to Italy when my producer told me that Martech wanted me to get involved in the production of its new game, *The Planets*. I was very excited by the proposal because the game is very different from the series and very hi-tech.
**How accurate is *The Planets* game?**
Very accurate. You can find out loads of detail about each planet like gravity and distance from the Earth. And you can use this information when playing the game.
**Are you involved in any other computer games?**
Well, I did get involved with *Starfinder* for the BBC but I shouldn't really say that, should I?
**Can you tell us a bit more about the latest info on Uranus?**
People are very surprised by the latest finding on Uranus. There are 15 moons and we expected them to be barren because theyre so far from the Sun. The surfaces of these moons are full of swirls and this means the cores have at some point been warm and active. The big question now is, how? Uranus is over two billion miles from the sun so it couldn't have been the heat from that. This up-to-date info has even been included in the game.
**Do people recognise you now you've been on TV such a lot?**
Yes. Absolutely. Especially girls of about 14 or 15 — I can't think why.
**Do you have a home computer?**
Yes a BBC. Ooops.
**Does it annoy you when people call you an Astrologer?**
Yes it does. I get very angry because the two subjects are totally different.
**Do you believe in Astrology?**
No way!
**Have you been dubbed the female Patrick Moore?**
Yes, and no. A lot of people do say I'm a female Patrick Moore but it's obviously rubbish 'cos I'm half his size. Apart from that we're also totally different. Patrick's a sensational amateur Astronomer whereas I was trained as a Astrophysicist and can therefore impart the hard facts about the physics of the solar system.

## THE ALIEN GAME



There's a staggering 43 levels in this puzzle/strategy *Alien Game*. Each grid section represents a level — everytime you successfully complete a level you'll gain a piece of information that'll help you open a capsule. To make it even more tricky Martech hasn't included any instructions — you'll just have to work it out for yourself, won't you!

## JOURNEY THROUGH SPACE



Did the Earth move for you too? The graphics are amazing and in the final version there may even be animated horses and the like. You're currently on Earth but if you select the Long Range Chart you can move the cursor to the planet of your choice. Looks like we've chosen Neptune as the first port of call.



Once you've reached your destination planet select the landing option and your ship'll start its descent. You'll see a grid appear and you must search until you find the square containing a character representing a capsule. Take care when landing — you must be at a speed of less than 20m/s and you must also take into account the planet's atmosphere and surface conditions.



We've arrived safe and sound on Neptune. If you look carefully you'll see the capsule on the left of the screen — choose the big 'Q' to examine it. Selecting the Sampler option will enable you to get the gen on the planet — you may need this when trying to open the capsule.

# O'LEVELS

## not just revision but also tuition for the Spectrum 48K

| | |
|---|---|
| **Mathematics**<br>8 programs TOTAL 150K | Fractions, square roots, decimals, logarithms, areas, sets, accuracy, bases, interest, volumes, indices, standard form, modulo, number set, pie charts, histograms, simultaneous equations, bar charts, averages, probability, algebraic laws, quadratics, matrices, vectors, transformational geometry, trigometry, differentiation, integration, factors, angles. |
| **Physics**<br>7 programs TOTAL 140K | Reflection, wavelength and frequency, refraction, lenses, the eye and its defects, diffraction, colour, magnetism, motors, Ohm's law, amps, volts, series, parallel, electronics, heat, gas laws, energy forms, specific heat, kinetic energy, half-lives, atomic structure, radiation, isotopes, Newton's laws. |
| **Biology**<br>6 programs TOTAL 120K | Plant and animal cells, genetics, inheritance, reproduction in man, asexual and sexual reproduction, flowering plants, photosynthesis, osmosis, transpiration, transport, bacteria food classes, diet, alimentary canal, respiration, excretion, eye, skin, nervous system, ecosystem, food cycles, fungi, earthworm, amphibians, birds, mammals, response. |
| **Computer Studies**<br>7 programs TOTAL 140K | Data collection, coding, storage, processing, presentation, validation, d.p. systems, privcy, security, hardware, I/O devices, software, low and high level languages, machine-code, assemblers, interpreters, compilers, errors in programming, aids to debugging, microcode, machine organisation. |
| **Chemistry**<br>8 programs TOTAL 150K | Matter states, action of heat and electricity, rection with air, water, acids alkalis, halogens, oxygen, sulphur, nitrogen, phosphorus, carbon, hydrogen, alkali metals, alkaline earth metals, transition metals, organic chemistry, atoms, formulae, molar mass, equations, ions, periodic table, bonding, gases, metal extraction, polymers, fertilzers. |
| **French**<br>8 programs TOTAL 160K | Regular and irregular verbs, reflexives, indicative, subjective, passive, infinitive, agreement, pronouns, definate, indefinate and partitive articles, single and compound nouns, adjectives and their forms, adverb phrases, comparatives and superlatives, conjunctions, prepositions, idioms, measurements. |
| **Electronics**<br>8 programs TOTAL 150K | Energy and its sources, power distribution, e.m.f. p.d., charge, current power, r.m.s. values, resistors, series and parallel, capacitors, time constants, inductors, transformers, resonance, microphones, loudspeakers, heat and light sensitive devices, diodes transistors, logic circuits, multivibrators, meters, CRO, amplifiers, feedback. |
| **Technical Drawing**<br>10 programs TOTAL 100K | A set of animated tutorials showing isometric projections, the construction of cylinders cones and other projections. |

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*Illustration/Paul Shorrock*

# COMPETITION

# YS Makes it Biggles!

*Chocks away chaps 'cos we're off with Biggles and his chums to win a model Sopwith Camel, five Tiger Moths and 25 copies of* Biggles, *Mirrorsoft's ace new game.*



*Illustration/Paul Sharrock*

Biggles was in the breakfast room of his Mount Street flat. In between mouthfuls of toast and tea he slowly digested the contents of a newspaper in front of him. Bleeurgh! Algy and Ginger, his two closest chums, came bounding in panting slightly and looking very red in the face. "Morning Biggles, old chap," they chortled in unison. "A fine time to roll down to brekkers, I must say," grunted Biggles. "Cripes, we have blotted our copy books," sniggered Ginger.

"Looks like we're in a bit of a jam," said Biggles. "Rather have marmalade myself," wheezed Ginger. "Oh buck up Ginger this is serious stuff," jerked Biggles. "What ho! Out with it Biglet; there's something in the wind," grimaced Algy. "Only last night's curry," sniggered Ginger. Biggles pursed his lips and looked Algy and Ginger squarely in the face. "Have you two seen the front page of *The Daily Male*?" inquired Biggles, passing them the rag. "Cripes, it's a picture of us," guffawed Ginger, "Remember that particular scrape, eh chaps?"...

Have a look at the cartoon — what do you think they're up to now? If you can think of a witty picture caption you're in with a chance to win a fabulous prize in our whizzo Biggles compo. And crumbs have we got some spiffing prizes — Mirrorsoft is offering a fantastic Sopwith Camel model aircraft to the winner and five second prizes of a Matchbox Tiger Moth. And that's not all — the 25 runners-up will each get a copy of *Biggles*, the computer game that's based on the film. Top hole, eh?

All you've got to do is fill in the caption in less than 12 words, add your name and address and send the whole caboodle, or a photocopy, to Biggles Compo, *YS*, 14 Rathbone Place, London W1P 1DE.

**What a jolly wheeze! Here's my wacko caption** ..............................

**Name** .................... **Address** ....................

*Rules*

Chaps who work for Sportscene Specialist Press and The Mirror Group are not allowed to enter. Bouncing Czechs included. Your luck will run out if you try to enter after May 31st. Unless, of course, you're one of the old school. The Ed'll ask you to come outside if you try and argue with him 'cos he's a real bounder, cad and rotter.

◆

**WARNING**
These pages contain explicit QL reviews and may offend sensitive Spectrum users.

# QL

## NEWS & REVIEWS

**Alright, you asked for it ... now you're gonna get it — regular coverage of everything QL. *Max Phillips* dusts down his machine ...**

*Open wide and say aaah. Ummm, I've had this QL for a while haven't I? No matter, YS has got a lot of catching up to do on the surprising world of the QL. We're starting with the reviews here but we'll be doing hints'n'tips, letters and listings as soon as poss. But first, as they say, here is the news...*

• Is there a language the QL can't run? *QL/APL* is now available for £99.95 from MicroAPL on 01-622 0395. If you know APL, you should know that this'll go on an unexpanded QL and comes in either keyword or squiggle versions. MicroAPL is well chuffed with it, "It's better than some of our £2000 Supermicro versions". Wow! And if you've never heard of it, it's a concise and powerful maths-based language. Past experience says they will be delighted to tell you more but be warned ... if you've never seen a complete statistics package written in one line of program, you won't believe a word of it!

***• Digital Precision's* Supercharge *SuperBasic compiler continues its run away success and is now in use at several well-known QL software houses, turning out commercial products. There's been less success for a nasty Belgian type turning out fake copies. The blister-packed fakes don't actually work. And the program detects that the Lenslok code has been removed so that any programs which you do manage to compile with it frequently stop with a "Pirated* Supercharge*" message!***

**• Talking of Lenslok, *Supercharge*'s producers point out that Firebird's *Elite* for the Speccy has given the system an unfair reputation — apparently the reason it's so impossible is that the wrong scrambling routine crept into the original release! I always wondered why it was easier to guess than use the lens...**

• Beginners looking for a break could do well to contact Breakthrough Software at 17 Shaftsbury Way, Royston, Herts SG8 9DE. Among usual things like a £6.50 print-spooler and a free screen dump with all purchases, Breakthrough has an on-line SuperBasic manual for a mere £8.50 (this is the stuff). When you come across a problem, hit F1 and the On-Line Manual pops-up with complete help on SuperBasic, without wrecking the current display. You can even create your own help screens with *Quill*. Come to think of it, why should this be limited to beginners?

• *On the games side, Leisure Genius's fiendish* Scrabble *for the Spectrum has made it across to the QL. It costs £14.95 and brings with it new extras like a clock and a much enhanced dictionary. Give 'em a ring on 01-935 4662 if you reckon it won't make mincemeat out of you. Genius also has the rights to* Monopoly *and* Cluedo *but is holding fire to see how* Scrabble *goes. Don't wait too long guys ... Digital Precision is talking about a familiar-sounding game with the QL playing a very intelligent opponent! And still no word on Microdeal's great new adventure with arcade bits.*

***• And finally, the bit at the end that reminds you we can't do without your help. We need your ideas, hints, problems, news and new products ... even if you just write and tell us what you do with your QL, what add-ons you have and what you'd like to see in the mag. You could even send in some program listings ... the Ed's gonna have to get used to this!***

**• Write to: QL News, YS, 14 Rathbone Place, London W1P 1DE.**

## KEYDEFINE . . . Key Secrets!

Pscientific produces *KeyDefine*, a general purpose key definer with some helpful extras. You can either keep the program in memory (if you've room) and redefine keys as you go along or you can create small stand-alone key programs which you EXEC at the start of a session. You can store up to 2048 characters on up to 41 keys. Just press Alt and another key and that key's characters are typed out for you. So for example, you can reprogram *Quill*'s keyboard to suit your taste or have complete routines run at the touch of a key in SuperBasic. Pressing Alt and Enter will recall the last line entered — a godsend for SuperBasic! The only hassle comes if the program you're running wants the Alt key for itself (such as Hisoft's screen editor). Perhaps a new release could let you define a key of your choice as the call-up key!

You also get *Dir-Help*, a multi-tasking job which will open a real window, let you do directories of either microdrive, list all the jobs in the machine, view your own help file or spool-print to a printer or microdrive. Using the print-spooler lets you instantly get back to work while *DireHelp* does the printing for you. Finally, there's one of those useful fast cartridge copy programs on the tape. At its price it packs in a lot of stuff and makes using the QL a lot quicker and more enjoyable.

**FAX BOX**

| | |
|---|---|
| Title | KeyDefine |
| Publisher | Psientific Software |
| Price | £9.95 |

## QL MACRO ASSEMBLER . . . Bru

The official Sinclair assembler is produced by GST, the people who nearly bought you *QDOS*. It's a big, capable, unfriendly thing, crudely adapted to run on the QL and consists of a full-spec 68000 macro-assembler, the you-know-who grotty screen editor and a linker. These are run separately, although you can run the assembler and linker directly from SuperBasic if you have Sinclair's *QL Toolkit*. Still, it's possible to balance both the editor and assembler in memory on a 128K system if your source code is quite small.

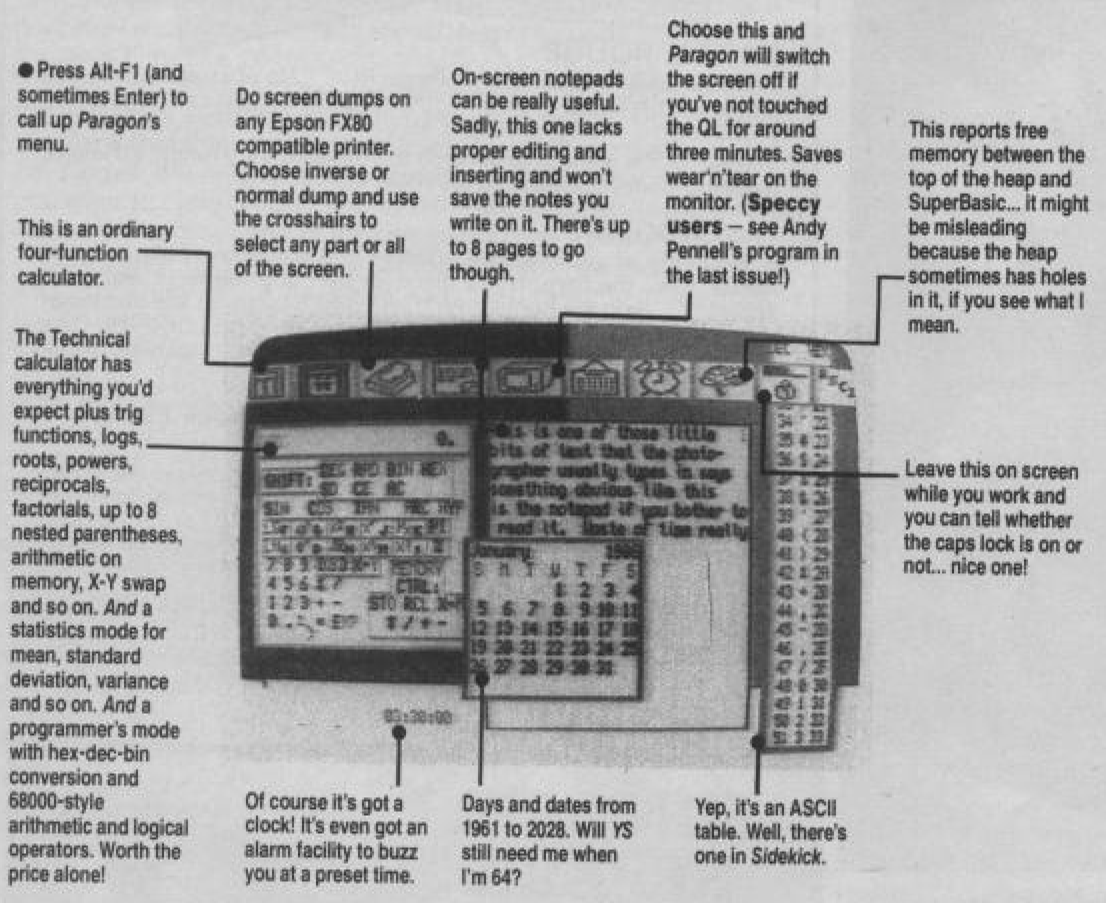
But the lack of luxuries is no problem when you consider how good the assembler itself is. As well as a comprehensive set of directives and superb expression evaluation, it can generate either absolute code to be run directly with EXEC or relocatable code that can be glued to previously assembled modules (or even compiled high-level programs) using the linker. The macro facility is very complete and the package includes a library of useful macros, such as IF, FOR, CASE and so on. Using these and your own macros can make machine code almost as painless as SuperBasic. The only disappointment is that conditional assembly is only provided inside macros . . . what happened to an IF . . . ENDIF directive?

## PARAGON... of virtue!

Eigen Software's first QL release is the stunning *Paragon*. Once loaded, you can call up 10 different functions at any time which work in genuine windows. You can reposition them and they don't mess up the screen when you finish with them. Any similarity to Borland *Sidekick* on the IBM PC is purely intentional!

*Paragon* needs 22K to get going so you can't use it with big programs like the Psion packages on an unexpanded QL but it works fine for assemblers, Superbasic and the like. Our pre-release version has a fair number of bugs but the final version should be out by now. And Eigen cuts corners with the skimpy manual — it comes on a *Quill* file not on paper! Even so, it's an impressive program. Get one to impress your friends ... plus you'll probably find it dead useful!

**FAX BOX**
Title .......... Paragon
Publisher .......... Eigen Software
Price .......... £19.95




## WINDOWS/ICONS/FONTS . . . the real thing!

When you write a program like *Paragon*, you're sure to end up with a lot of useful little routines. Like genuine window code, icon and font designers and driving software. Eigen has bundled them all up and interfaced them to SuperBasic to let you use them in your own programs. *Window/Icons/Fonts* gives you eleven new Basic keywords plus two simple editors to design your own fonts and icons and yet another freebie screen dump. Hardly fab'n'gear but great fun.

**FAX BOX**
Title .......... Windows/Icons/Fonts
Publisher .......... **Eigen Software**
Price .......... **£9.95**

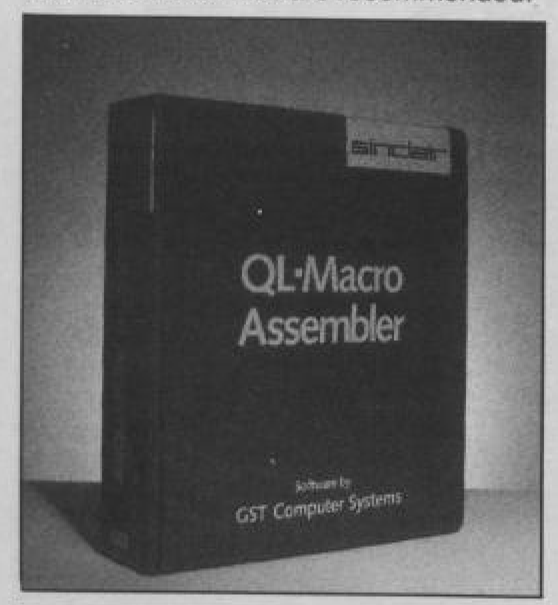
## R WINDOWS . . . great minds

Much the same thinking has been going on at Pscientific software whose *Q-Calc* calculator looks a bit out-of-date compared to *Paragon* although it's half the price and can be used with the Psion programs in 128K. But the code behind it now pops up in *R-Windows*, a package that gives you real windows with eight new SuperBasic keywords. Like all Psientific programs, it's got a proper printed booklet and you can buy the source code for another £9.95 — can't be bad!

**FAX BOX**
Title .......... **R-Windows**
Publisher .......... **Psientific Software**
Pricce .......... **£9.95**

## Brute force!

The assembler is also fast . . . about 25% quicker than Hisoft's *Devpac*. The manual is a ring-bound guide that's comprehensive if a little blunt and lacking in examples and explanations. This may not be suitable for beginners or indeed many programmers but is ideal for professional work or mammoth projects — in which case a better editor, 512K Ram and disk drives are recommended.




**FAX BOX**
Title .......... **QL Macro Assembler**
Publisher .......... **Sinclair Research**
Price .......... **£59.95**

## DEVPAC QL . . . Better than Ever

*Devpac*'s got a reputation as the top Speccy development system though, like most of the people I know, I actually use something else. The QL version is in a different league — and that's got nothing to do with the fact it's programmed by *YS*'s own Andy Pennell!

The editor and assembler are combined so that you can assemble your code simply by hitting alt-A. It's a pleasant screen editor controlled using Alt keys and even has a help screen . . . the only drawback being the odd bug and the failure (like the GST editor) to highlight a marked block of text — pull your socks up Pennell! The assembler is pretty comprehensive . . . full arithmetic, conditional assembly, a proper macro facility plus all the usual directives. Output is an EXECable binary file . . . there's no linker so long programs have to be done by complete assembly with INCLUDE files. But the only thing that actually upsets me is that it automatically assumes PC-relative in relative instructions and sometimes you have to explicitly tell it not to. I'm sure it's trying to be helpful but I'm a Humpty-Dumpty programmer and instructions mean exactly what I say they mean!

*Devpac*'s debugger is Hisoft's superb *MONQL*, with its single-step, breakpoints, front-panel display, disassembler and so on. It even looks-up *QDOS* function names and error messages for you so that you can see instantly what your program is doing. Six new SuperBasic commands are added, allowing you to list current jobs and break into them.

Hisoft has an excellent upgrade policy so the few teeny bugs shouldn't worry you and the package is even available on EPROM. An excellent choice if you're just starting out or have an unexpanded machine . . . and one you won't outgrow in a hurry!




**FAX BOX**
Title .......... **Devpac QL**
Publisher .......... **HiSoft**
Pricce .......... **£39.95**

# J'ADORE LES BINDERS DE YS



**Sacre bleu! Zut alors! Maurice Chevalier! Les bindeurs de *Your Sinclair* are ready! Zey 'ave been individually 'and painted by ze Art Editeur 'imself with ze genuine gold lettering on ze spine. Zey are magnifique, superb et très chic. Zey are also très cheap, seulement £4.95 for ze pleasure of keeping ze copies of *YS* neat et tidy sur votre shelves. Ooh la la! Is zis not brilliant? 'Az a frog legs? At ze price, 'ow can you say 'non'?**

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◀ MORE SCREEN SHOTS ON PAGE 29

# ARC OF YESOD

**Thor Computer Software/£8.95**

**Max** Doooiiing! He got the motion, he got the action, man, the boy can play. *Arc*'s just the thing for all those who've got a cold in the nodes. It's the Rt. Hon. Charlemagne Fotheringham-Grunes back in his somersaulting splendour, bouncing through Thor's beautifully detailed flicker-free graphics, collecting crystals and generally dealing with one of those teleporting alien monoliths that frequent films like *2010*.

Things haven't changed much since *Nodes Of Yesod* — it's still the split pixel, platform-leaping, nasty-avoiding bizarre that makes you think that there's lots of life left in the platform game. If you've got *Nodes*, the only reason to buy this is if you like it so much that you want to carry on in a slightly different variation. If you missed out on the original, you're missing out on one heck of a game.

Personally, I'm completely hopeless at both games. I can't make head nor tail of the wacky inlay card (who do these guys think they are — Ultimate?) and I keep falling into the same inescapable room with awful regularity. But winning has nothing to do with it ... I just love the way Charlie moves and am quite happy to sit there jumping up and down till my lives run out. Fab'n'gear ... get into this *Arc* next time it starts raining!

Graphics / Playability / Value for Money / Addictiveness — 9







# DOGSBODY

**Bug Byte/£2**

**Rick** To be read in Husky tones. It's a dog's life working for *Your Sinclair*. The Ed just keeps giving me all these dog rough games and telling me to get my teeth stuck into as many puns as possible on 'dog' and 'byte' — but unless you're a rabid mazer the only word I can think of that has anything to do with dogs and this game is unprintable.

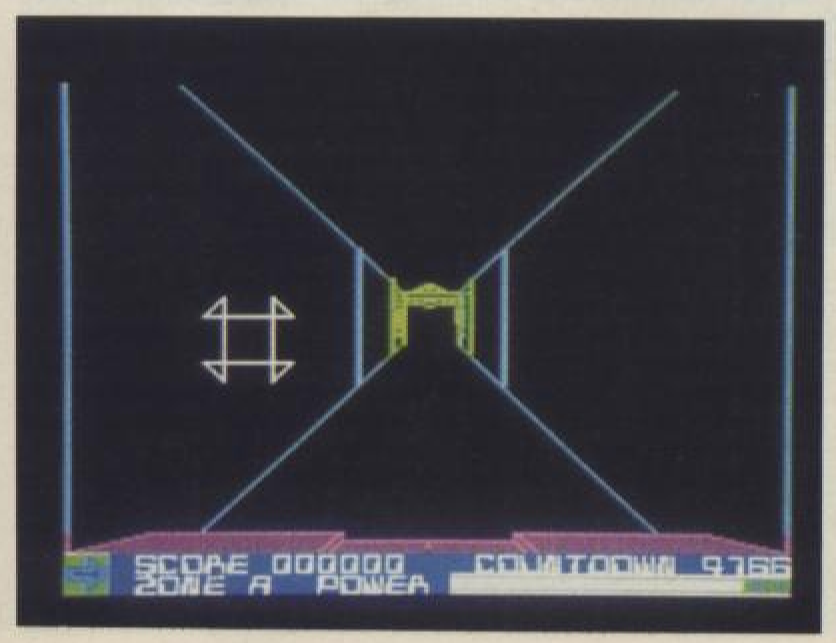
You know how pooches are meant to like digging holes, well Dogsbody goes a hole lot deeper. He's a special agent for the Animal Liberation Front whose task it is to rescue 192 pups from the dastardly Dr. Dogmush. Fifty meanies, the robot guards, are on his tail. Being an ideologically right-on Rover, he can only use flower power. Dig above a plant and it'll grow to cut off the meanies access. Or burrow beneath rocks that'll marmalize them. The baddies get re-incarnated, but the little doggie only has three lives — far better to be a cat!

It won't take you a million years to poodle round this maze game. The meanies move in most unmysterious ways across the 25 screens (though it's fun when they all go yellow and run away) so it won't take long to work out the best way to tunnel out the pups. A mongrel of a game derived from a mass of others, the main obstacle is actually not to corner yourself between the flourishing fauna.

This game should be given to your nearest Pal or Chum.

Graphics / Playability / Value for Money / Addictiveness — 4

# VECTRON




**Firebird/£7.95**

**Luke** The more attentive of you may be experiencing a touch of déja vu as you read this... that's because *Vectron* was first launched by Insight and was checked out in the first issue of *YS*.

For those who've forgotten the tale, your ship is trapped in the subspatial dimensions of a computer and, using your UD Cannon and shields, you have to search out the exit to a maze. Only then the trouble really begins!

Up on-screen, you have it — 'Destroy all enemy craft'. Not exactly the most comprehensive instructions I've ever seen, but the phrase does seem to cover all the angles. Indeed, once you're playing the game — directing the cross-hairs of your UD Cannon around the 3D maze at 90mph! — it's difficult to remember even to fire at the enemy as you try desperately to manouevre round a corner without ending up as a nasty stain on the wall.

The screen has the usual array of control panels but things go so fast that it's best to keep your eyes glued to the action. More useful is the maze map that can be superimposed over the view out of your craft — at least then you've some idea of what's coming up around the corner!

Overall, a pretty good game and one guaranteed to keep your attention. The graphics are good and fast, and the 3D effects are pretty realistic. My only criticism is that the game might be a little too difficult for casual arcade players — but who's going to admit to being one of them?

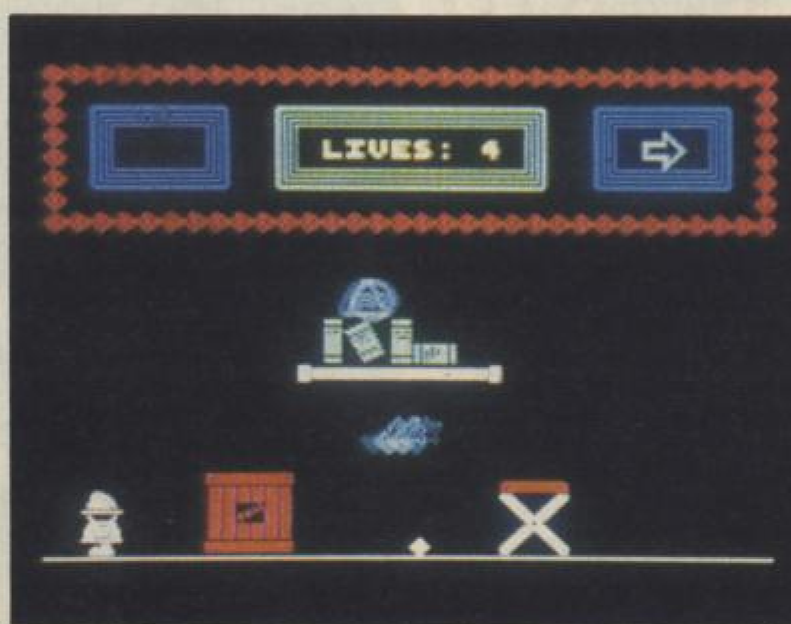
Graphics / Playability / Value for Money / Addictiveness — 7

# THE INCREDIBLE SHRINKING FIREMAN

**Mastertronic/£1.99**

**Rick** The fireman hero featured in Mastertronic's latest, is not Hissing but Shuffling Sid. And you'd be shuffling too if, like Sid, you'd been shrunk in a shrinking plant fire. Being only half the man he used to be (bit like the Ed really) and only on half pay (like me), it's your job to find the stretching rack that'll return Sid to normal.

A silly scenario, true, but it's one arcade adventure that's offensive to nobody unless you're a dwarf! Although a cheapo, it's got nowt taken out when it comes to the basics of a satisfying game. Sure, it'd be better to know how much energy the nasties knock from you on contact, and, okay, his leaping about is a most *peculiar* movement — but this *is* Shuffling Sid after all.




Otherwise the graphics are cute, Sid cuddly and the thinking behind the game fairly thorough. The objects you need to collect to open doors are not always the most obvious — maybe the very fat mouse *is* of more use than the axe! Most access to the different rooms is up and down fireman's poles (yup, it's a multi-screened maze), but with the right objects on you, short cuts can be bounced through ceilings.

It's not as easy as it always looks, this fulsome family fun, and if you pass this over 'cos you think it's a cheapie, then that'll be your loss, — this Sid's not for hissing or missing.

Graphics
Playability
Value for Money
Addictiveness
7

# SPACE HUNTER

**Mastertronic/£1.99**

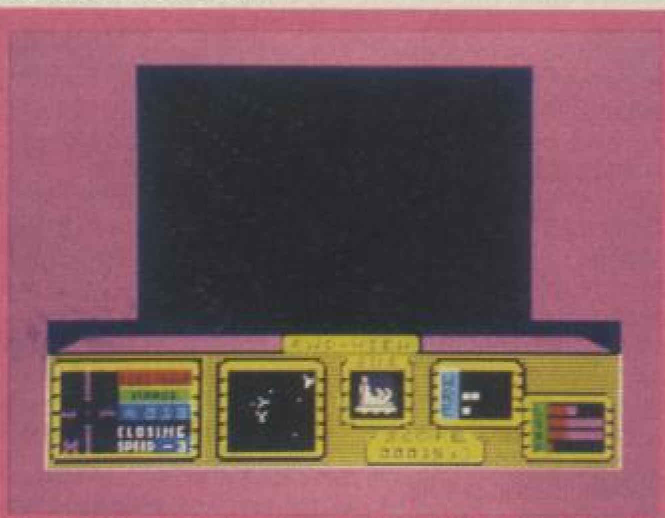
**Rick** Here's a rocket for your pocket from Mastertronic, a sort of space age Band Aid. Earth has finally run out of food and instead of using trad means like genocide to solve the problem, we're sending out space pilots to filch the food from alien transporters. Trouble is they've all been squelched and it's up to you to fly the firmament and feed the world. The more grub you get (and aliens you zap, of course) the further up the astral plane of promotion you'll move, from rookie to the ultimate accolade of *hero*!

Your first task is to set your approach speed and seek out a target from one of the three types of alien ship. Then plot your course across the star map, keeping a close check on your fore and aft viewers and astral compass. Readings are given for system status (shields, ammo, fuel) and player manifest (warp drive, robo bike, equipment). Warp drive'll get you out of a star system (and trouble) but is heavy on the galactic gasoline.

Get this all sussed (phew! not easy!) and you board your target. Jet pack propelled (inertia effect'n'all) you can now search for stores supplies and flashing food aboard the ship — but beware, she's heavily protected inside too. A mini-maze ensues, and I think you'll be mega-amazed at the features squeezed into this package.

With eleven ranks to be achieved and fifteen star systems to be explored this game's worth the money for sheer longevity. But it's far more than a cosmic maze or alien shoot'em up. To call it a cut down version of *Elite* is a complement to both. But *Space Hunter* isn't just a cheap imitation — it's a valid game in its own right. A wonder at £1.99.

Graphics
Playability
Value for Money
Addictiveness
8




# QL QUBOIDS

**Sinclair/£9.95**

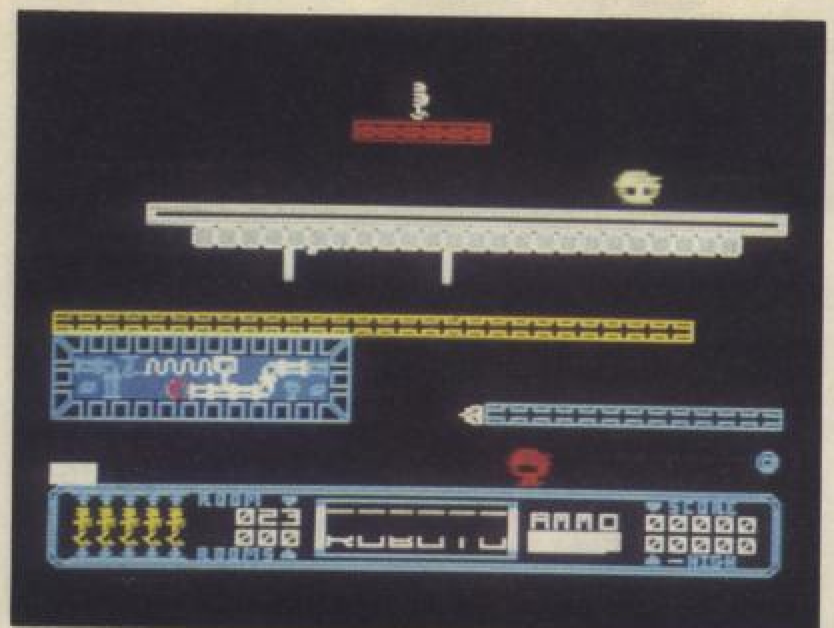
**Max** Panic stations ... literally 'cos this is a version of the old *Panic* arcade game that's not for the squeamish. You play the driller killer in this plats'n'ladders thriller ... digging holes in the platforms, luring the monsters into them and then ... bam, bam, bam, bam, bam — drillin'em right through the head. Sicko!

Yes, forget the fact that the keyboard controls are sticky and that getting on and off the ladders is really fiddly — wait until you slice up your first hapless Nebulon. All the time, you've got to keep knocking back the hamburgers and oxygen just to stay alive — just like working for *YS* in fact. But don't lose your nerve and take mercy on a trapped meanie — leave'em in the holes long enough and they turn into fastier nastier beings altogether. Dealing with Gastroids, Bipods and the dreaded Quboids is much harder because you need to drop them through several platforms at one go to be rid of them.

The graphics are okay, the sound a little timid but the game is all go and there's plenty of levels to bore your way through even if more than four types of monster would've been a great help. Hardly the most original of games but a real screamer once you get the bit firmly stuck between their teeth.

Graphics
Playability
Value for Money
Addictiveness
8





# ROBOTO

**Bug Byte/£2.95**

**Gwyn** Here's a topical little game in the light of recent Sellafield mishaps. It all concerns the last remaining power station, in the year 2086, which is running wild. It's up to you to create a robot to venture into the complex and deactivate each of the fifty-one zones.

It should come as little surprise to find that behind this plot lies another platforms game, but without the ladders. Your five droids can either sink down a level or move faster with a twitch of the joystick. There's the usual selection of rampaging robots shooting at you and a maze of exits linking the sections — and as some are part of one way systems it all takes a bit of mapping.

Nothing revolutionary then, but timing of the robots and the sliding doors is perfect so that each screen will take some time to master. Everything a budget game should be.

Graphics
Playability
Value for Money
Addictiveness
8

# FALKLANDS 82

**PSS/£7.95**

**Rachael** This is the sort of game that gets a lot of flak from people who see it as nothing more than exploitative bad taste. In fact, *Falklands 82* is a serious wargame and its intentions are undoubtedly honourable, which only raises the question of why a simulation of contemporary history is considered tasteless when a simulation of the mud and blood of the Somme isn't.

You play the British, against an Argentinian micro, in a strategy game that concentrates on land activity. But the task force is still an important factor as it supplies both reinforcements and the aircraft carriers, Hermes and Invincible. You start the game by allocating fifteen ships between the task force's protective screen and land gunning. Then it's to a map of the island and a decision which of four landing spots you'll choose as your beach head — it's wise to bring in the SAS or SBS to provide intelligence as they can reconnoitre a five sector radius without committing you to a major landing.

After that it's a question of occupying, or being the last to occupy, the ten tiny towns of those windswept rocks. And though you can have a crack at landing at Port Stanley, the concentration of Argentinian troops is likely to make it your final objective. Unless you use the Recce option carefully, the first you'll know of the Argentinians is when you bump into them, though at turn twenty any remaining pockets of resistance will be revealed. The shape of the island presents problems of bottlenecks forming, and you'll need to plan carefully for terrain, particularly if you're to have the long range gunning of the artillery. Fog and rough conditions can rob you of air and sea support, but if they're fit for you they'll also be fit for the Argentinians. In that case you hope your Harriers can see them off.

And that's it in a nutshell. With its single key entries, using initials for the options, it plays smoothly, though what seems like a large amount of Basic means annoyingly slow responses at times. The instructions claim that the British are white and the Argentinians black when in fact the Brits are blue and the Argies red and yellow — and to confuse things further British units under command flash red and yellow too. Though it's done away with grid references it still plays rather 'blockily'. In its favour, though, it has five levels, the easiest of which is a good learning mode and the simplicity and relatively small scale of the game could make it ideal for newcomers.

Graphics
Playability
Value for Money
Addictiveness
8

Hush — here's the Special Boat Squadron, landed at Uranie Bay on the Berkley Sound for a quick look around. You know where those Argies are now but you'll also have to find a way to keep them alive.

Next stop on our tour of the historic Falklands is San Carlos Bay, the historical landing stage. Will you choose it? There's a long yomp ahead and a lot of ground to clear first.

"Where's Port Stanley?" "I don't know, Ollie." It's here, and as the capital is likely to be strongly defended you'll need to keep strength in reserve and make sure you can get your guns in range.




General news appears here. Not 'Our Heroic Lads Blast Argies' but what's happening at sea and incoming plane raids, plus Yes/No questions about air and gun support.

Here's the unit under control with its stats: Aggression Factor is attack strength, DF Defence ditto and both are used to calculate combat, while MV is Movement allowance and RG Range — most units have to be next to each other.

Here are the standard options for your forces, Land is only necessary for the initial beach head — no two pronged attacks — while Recce is for SBS and SAS only. Move leads to a separate N/S/E/W menu and Pass is for those who prefer Master-mined (boom, boom)!

# F.A. CUP FOOTBALL




**Virgin/£7.95**

**Rick** When the Ed heard Virgin's *F.A. Cup Football* was the first Football Association endorsed soccer game and that Tony Williams, editor of the *F.A. League Club Directory* was writing it, he knew experts were needed to review it. Tough, you got me instead. Off he sent me to find 'added realism'. The Royal Box at Wembley, I dreamed. Oh no, he poured iced water down me wellies, gave me half a can of flat Skol and made me watch this game over the shoulder of a six foot seven Arsenal fan through a Rediffusion window. The glamour just never stops.

In many respects this text based simulation with a touch of strategy is the most accurate of football games on the market. It attempts to recreate the splendours of a complete F.A. Cup campaign. With an up to eight player facility it's a full family game. Each player can choose ten teams to manage, picked from the 92 league teams plus 32 non-leaguers, or you can program in a personal favourite.

At each round a draw is made but there are no rattling balls in a black bag, just a scrolling screen. If you want to leap (as all but the most manic Runcorn fans will) to the third round where top division clubs enter, then you can. Before each game in the first three rounds you can choose your basic tactic — defensive, balanced or attacking. In round four you can modify this at half time.



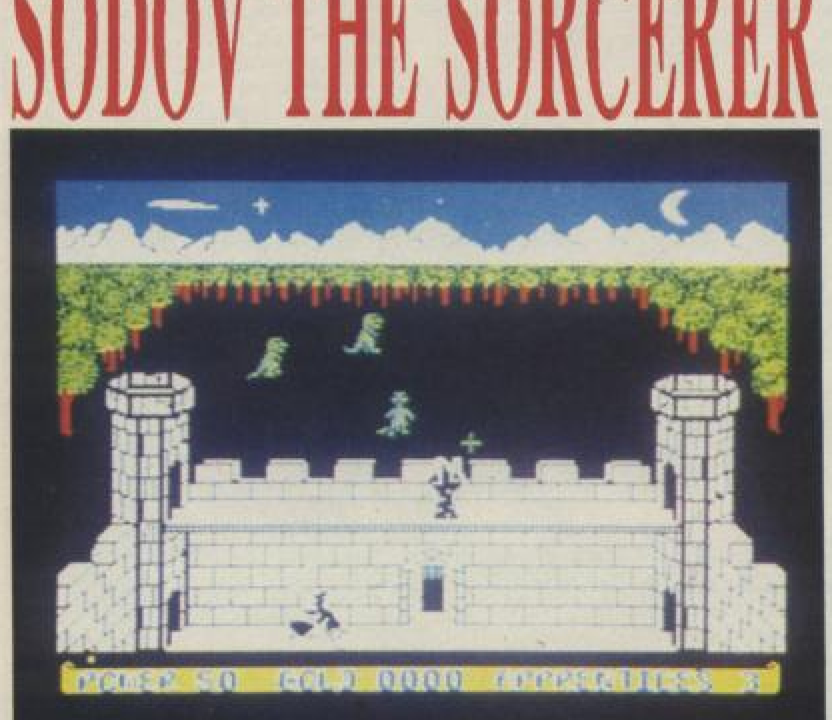

From round five you'll be asked an increasing number of managerial questions. Some are silly and rude (do you let your Nigerian winger see his witch doctor!!) to the crucial and practical (how do you re-motivate your penalty taker?). You also have the option to look at news flashes that might affect the morale of your team. At this stage you also get extra chances to change your strategy depending on the state of play.

The glory of the F.A. Cup though is unpredictability. And this simulation tries so hard to be accurate it ends up with the anonymous appeal of watching the pools panel sit. The F.A. Cup, thank God, is not programmed to the dictats of Don Howe. True there are little ripples of shock — Runcorn beat Wimbledon, Liverpool and Arsenal get involved in an unlikely eight goal shoot out — but nothing that's gonna make Saint And Greavsie take up tiddlywinks. This game's statistical background — who's done best in the last ten years — is severely weighted toward the big four — Everton, Spurs, Liverpool and (spit) Manchester Utd. I'd have relished a little more managerial control to make me feel thoroughly involved as the minutes ticked by — the only action ever seen on the screen.

For sheer variety the *Rothman's World Cup* is a better bet, but this walks all over Bryan Robson's *Football Manager* (which is something I'd like to do). I refuse to knock this game. As someone who flew half way round the world to watch the Cup Final last year I've taken great joy in managing Everton to three successive Cup victories. Eat yer heart out Big Ron.

Graphics
Playability
Value for Money
Addictiveness
7

# SODOV THE SORCERER



**Bug Byte/£2.95**

**Rick** Who remembers Mickey Mouse as the Sorcerer's Apprentice in *Fantasia*? Other than the Ed, go on, put your hands up? Well, it seems nothing's changed much. Wizards are still feisty so and sos and apprentices lazy lads likely to be laid off (or laid out) at a moment's notice. Of course, the world of Disney innocence is now long gone. Bug Byte's sorcerer is charmingly named Sodov and his three apprentices are all on YOPs courses.

But despite this humourous nod to the present, this game's as old as, if not the hills, then at least the earliest sword and sorcery arcades. The wizard defends the castle ramparts whilst his protegés toil and trouble in the courtyard. Dragons attempt to swamp the castle but you can zap them with a shouted spell (mmm, now I wonder what that could be, — is there a clue in the Wizard's name?). The spell turns the dinos into dosh, but at great expense to your energy — which can only be replenished by shouting another spell at the star over the tower.

Miss the dragons though and they'll make yum-yums of your YOPs — and if you don't pick up the cash pretty slick, then an ostrich will. So there is a (marginal if not magical) touch of strategy — you'll have to make a decision as to when you whizz out of the castle — or do you stay and protect your apprentices.

Sounds familiar? — you bet. But while Bug Byte keeps the emphasis on the cheap and cheerful rather than pretentious and pricey then I won't hear a word against them.

Graphics
Playability
Value for Money
Addictiveness
7

# BACK ISSUES

**The fab foursome of *Your Sinclair* back issues are up for grabs!**













Our bumper first issue includes:
**Games:** *Commando* • *Saboteur* • *Rasputin* • *Winter Sports.*
**Features:** Droid Wars • Eight Page Program Power Pull Out • David Crane Interview.

Issue two contains:
**Games:** *The Young Ones* • *Bladerunner* • *Three Weeks In Paradise* • *Beach Head II.*
**Features:** *Maclone* • Joysticks — Ten Best Best • Matthew Smith Interview.

Our mega third issue contains:
**Games:** • *V* • *Movie* • *Zoids*
**Features:** • Switcha • *Art Studio*

Issue four includes:
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# HARD FACTS

**Are your peripherals proving a pest? Send your hardware hard luck story to *Steve Adams*.**

**My Spectrum loses its colour capacity on warming up. How do I change the faulty part on my Spectrum as repairs are very expensive here. Oh, and while I'm here my Spectrum+ has lost its extra function keys, how do I fix this?**
**M Neuman, Israel**

Inside the Spectrum you should find two white discs — adjusting the bottom one when the Spectrum is hot should bring the colour back to its cheeks. As for the Spectrum+, there is a little bar under the keyboard top secured by screws where the extra membrane overlay is connected to the main one. Tightening this or adjusting the membrane underneath should bring the extra functions.

**Although I've never had any problems with my Seikosha GP-50S printer itself, it causes 'mucho problemo' when I try to connect other hardware devices. This mainly happens when I load and save a program. Do I hit it with a rubber mallet or is there a more rational solution?**
**Mark Danham, Hull**

Ummm, I think it would be a good idea if you didn't hit it. The printer more than likely isn't well-seated on the back of the Spectrum which is causing it to appear at the same time as the ULA, crashing the computer. You'll only make it worse if you attach more equipment at the back. Try to stop it wobbling or get one with a tighter edge connector.

**I'm having mega-problems setting the 'bit image mode' on my serial Epson P40 printer. I've tried various listings and unfortunately failed miserably.**
**Paul Stackhouse, Burnley, Lancashire**

Well, you've come to the right place. Try setting up and sending the ESC codes via the B channel if you're using the Interface 1.

**Where can I get a backplane, as seen in *Your Spectrum* issue 18 in the Bits and Pieces article? The manufacturer, UMICRO says it no longer does them.**
**BJ Flatt, Worcester Park, Surrey**

Well, EPROM Services do a mother board for the Spectrum but it's unbuffered. If I were you I'd give them a try.

**I wonder if you could help me Steve. I bought a Fidelity CTM1400 TV to use with an Adapt Electronics composite video interface so that I would get a better picture. It is an improvement but I still get dot crawl, especially when using BEEP. Is there anything I can do to get rid of it?**
**KE Hankin, Aldridge, West Midlands**

Seems to me that you've already done your best. The only way to eliminate it is to use a black and white picture I'm afraid. Have a bash at adjusting the top white variable capacitor as yours is an issue 2 — this may reduce the problem slightly.

**I need some advice on how to construct a microdrive — does it contain a ROM?**
**James Holmwood**

Yes it does have a ROM and circuitry to bring it in without disrupting a program. This is usually done by using a Non-Maskable-Interrupt which doesn't work on the regular Sinclair ROM. It then runs its own program and transfers all the memory contents to tape so that it can then be reassembled in the Spectrum to be loaded back into memory from microdrive.

Restarting can then be carried out by simply jumping back to the original ROM to restart the program where you left off.

**Do I need to buy *Tasprint* in order to print out text from *Tasword Two*? I've got a Timex 2040 printer and cannot afford to buy both.**
**Anthony Empson, Southway, Plymouth**

Breathe a sigh of relief Anthony — no you don't. *Tasword* includes a Sinclair printer copy option and you can use this with the Timex.

**You're my last hope! I've taken my Timex 2040 printer back once but it still doesn't work. I'm desperate. I can't get screen dumps to work properly — they come out all elongated with gaps in. I have only one more thing to say — help!**
**Nigel Bareham, Winchester**

Sorry old chap! I've investigated the problem by looking inside the printer but it seems that the spacing is governed mechanically. There's no solution to the problem as you can't reprogram it or reverse the printer paper.

**Please, please, please help. I really want to get onto Bulletin Boards but I'm not sure what I need apart from a VTX5000 modem.**
**David Scott, Thetford, Norfolk**

Well, you'll need some software as well as the VTX since most boards operate on ASCII not Prestel software which is all the VTX contains. You can either get something like Specnet for the VTX or you can pay a little more for a new modem called the Voyager that has auto-dial/answer and comes with both ASCII and Prestel software on ROM. It costs about £100. As for costs, most Bulletin Boards only cost you the price of the phonecall and that obviously varies depending upon time and distance. My Sinclair - only board is on 01-249-3238, 24 hours a day at 1200/75 and 300 baud.

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**Does anyone know of a program to control a digital LN03 laser printer for vertical printing etc.**
**Colin Nesbitt, Dumbarton, Scotland**

Unfortunately you don't say if this is controlled through an Interface 1 RS232 interface or some other. The vertical printing is a function of the control codes (codes below 32) on the printer itself and varies from printer to printer so my advice would be to look in the manual. To send control codes on Interface 1 the B channel must be used, otherwise the Spectrum will convert or ignore these codes.

**Help! Since I bought a Wafadrive for my issue 2 Spectrum I've had nothing but trouble from my peripherals.**
**Dr John Reynolds, Sheffield**

The Wafadrive uses addresses from 0 to 16 so I suggest you try putting in the peripherals before the Wafadrive and check that the address lines A0-A4 are all at binary 1 before you bring in your own devices.

**I'm trying to convert my Spectrum to a portable machine but I'm having a big problem. When I connect it to 9*D1200 Ni-cad batteries it blows the power transistor R4 (ZTX650). What can I do?**
**John Ellingford, Pulham St Mary, Norfolk**

Oh dear! There are two possible things you can do. Either bring your voltage down to 9.25 volts and fit a 2,000 microfarad capacitor across the Spectrum's power input to slow down the surge you're getting. Or, you could put in a small value resistor in series with the +9 supply but before the capacitor. This would bring the surge down even more.

**My Timex printer produces oval circles — crazy! I've been back to the shop but they say it's up to specification. What do you think?**
**Steve Summerscales, Batley**

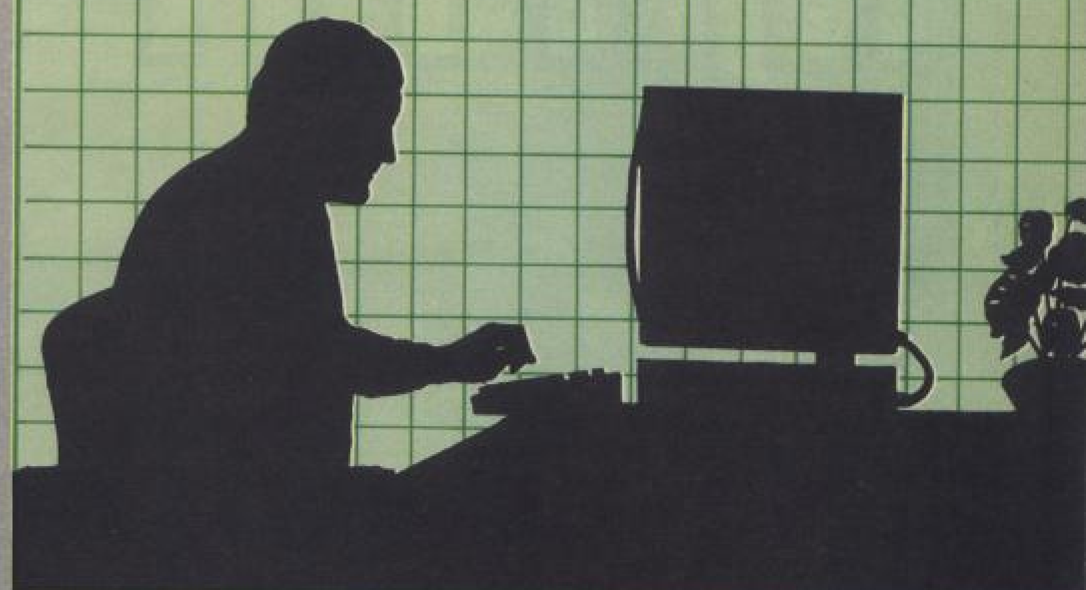
This happens to the best of printers because the distance between each line of dots is greater than the distance between each dot on the line. This is known as 'aspect distortion' in the trade and arises because the characters are five dots by seven high, not eight by eight as on the Spectrum. Sorry, but you're stuck with it.

# CentreSoft presents

With over four years experience of providing practical software solutions for business and home applications, Gemini have put together their entire range of famous titles for the Spectrum and Spectrum Plus in ONE special pack, at a VERY SPECIAL price. Whether you're a cassette or microdrive user, this super value pack contains all the serious application software you're ever likely to need for your Spectrum, from home accounts and database management to a complete professional business accounting system.

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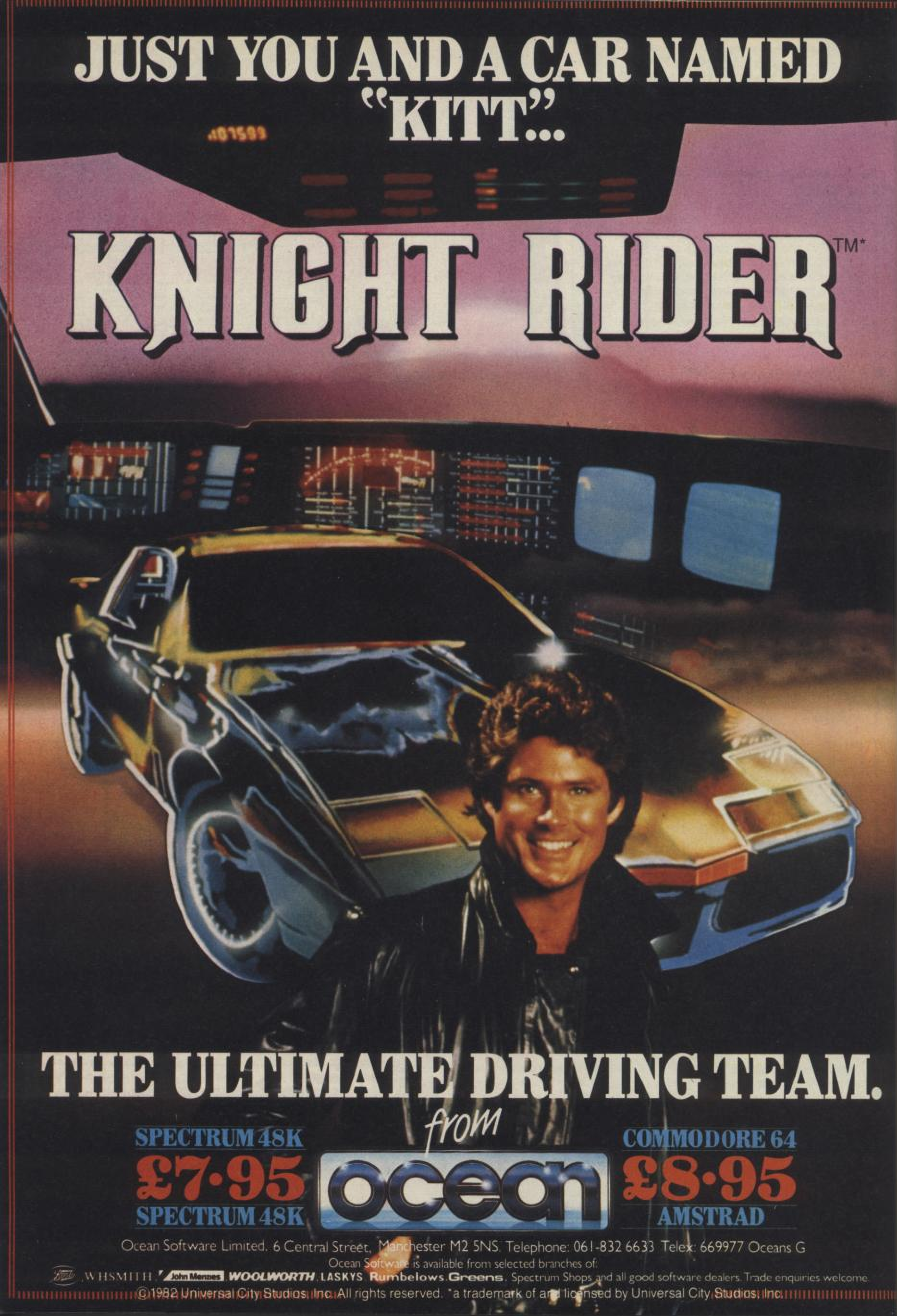
Address: ________

Signature: ________

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PROGRAM :

# TIME TRAVEL




SCRIPT: MAMO, ART: WILLIAM SIMPSON, LETTERS: ANNIE HALFACREE.


"... THE GIRL DIES."
LETA.
"IF YOU DO NOT ACHIEVE VICTORY WITHIN THE TEN MINUTE TIME ALLOCATION ... SHE DIES ANYWAY."
"THE CLOCK HAS ALREADY STARTED..."
YOU'VE GOT ME, FOR NOW, DESIL BREATH...
BUT WHEN THIS IS OVER... I'M COMING AFTER YOU !!
JUST WATCH ME, YOU METAL RUST BUCKET.
"DYING WON'T BE EASY.
GERONIMOOOOOOOOOO
TO BE CONCLUDED NEXT MONTH.

# FAST FORWARD

**When the Spectrum starts to load, it's time for most of us to nod off. Until now — this prime cut of code from Danish programmer, *Esben Krag Hansen*, speeds up the whole process.**

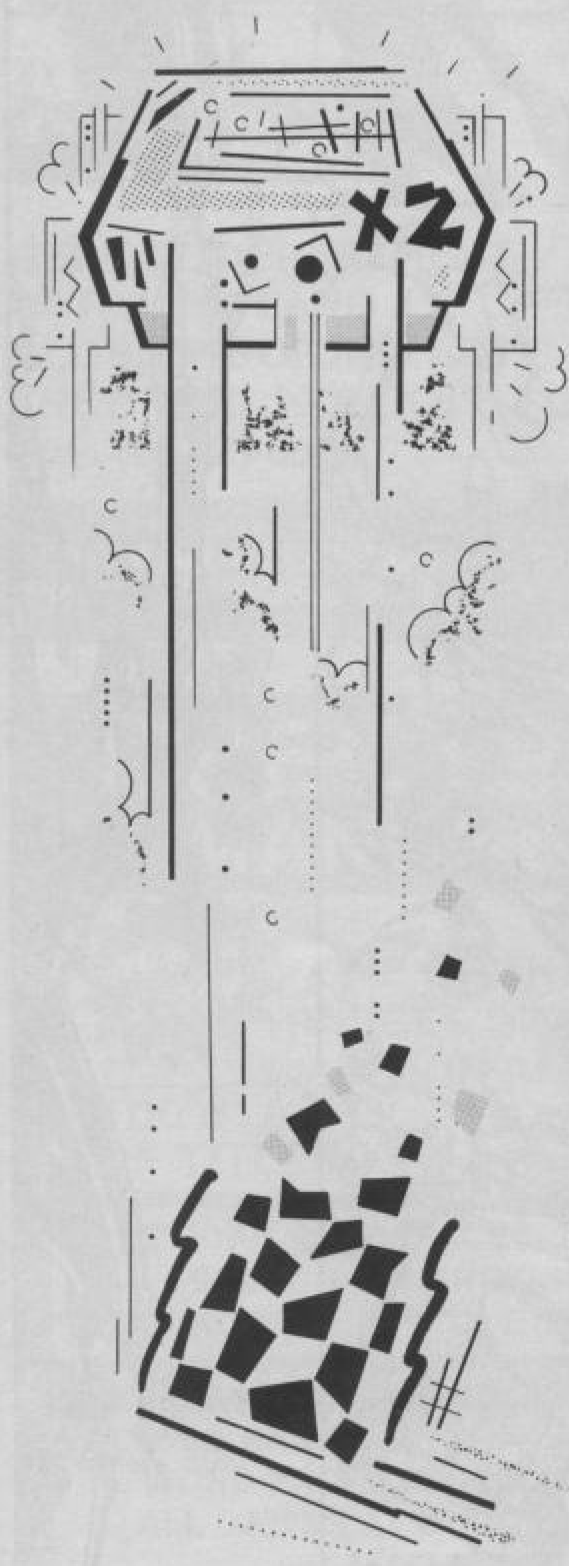


Illustration: Russel Walker

Have you ever felt you were about to peg out from old age waiting for your Speccy to load? Well, this ingenious piece of machine code goes a long way to solving the problem. With it, you can double the speed of saving, loading, verifying and merging. And it does it by using improved versions of the ROM cassette handling routines in which the timing values can be changed, so giving you full control of the data transfer speed. So, you can put away those pension books for a few years yet!

## FRIENDLY... AND FAST

The program is very user-friendly — there's no need for all that PEEKing and POKEing here. Type it in following the instructions, then save it to avoid any mishaps — no-one's going to relish retyping all those data statements! Now start it with RUN and you'll be asked immediately for a start address. And the good news here is that the turboloader is relocatable. You can enter any start address suitable for storing the 1845 bytes of code and the loader program will relocate the turboloader to run in that area. So, you'll have no problems using the turboloader in conjunction with your other machine code utilities.

When the loader program's finished, you should save the machine code as instructed on the screen. Now you're ready to roll...

## SPEED SAVING

Using the program is simplicity itself. All you have to do is insert a RANDOMIZE USR statement before the turboloader commands. It's this that activates the turboloader's command interpreter. The turboloader will now remain activated until it reaches the end of the line or a command it doesn't recognise.

As an example, let's have a look at how you'd save a Screen$ using the turboloader:

RANDOMIZE USR x: SAVE "test pic" SCREEN$

where x is the start address of the turboloader. And, of course, the program supports all the usual cassette commands — SAVE, LOAD, VERIFY and MERGE.

But stop, you're saying — at least, you are if you've just tried executing the statement above. It's no faster at all. A-ha! *(Famous Scandinavian pop group? Ed)*. That's because I've yet to tell you how to change the transfer speed — the baud rate. Initially, the speed is exactly the same with or without the turboloader — 1500 baud (bits per second). But you can easily change this using one of the four new commands that the program adds to ZX Basic.

The problem is that while SAVE, LOAD, VERIFY and MERGE already exist in Basic, where do we find keywords for the four new commands? I've got round this by adopting four of the Speccy's existing keywords, RUN, LIST, INPUT and PRINT. They all still work as normal except when you're using them as commands to the turboloader. Then their new roles come into play.

### NOTE FOR TRAINSPOTTERS

**Ha, thought you'd caught me out didn't you? Doesn't he know, you're saying, that the use of RANDOMIZE to call machine code makes the RND function unusable? That every call actually resets the RND value to the same number all the time?**

**Well, yes I do! And to get round this side effect, I've made it so that the turboloader on return loads the BC-register with the value of the system variable SEED. Then the RANDOMIZE USR command will only load SEED with the value it already contains. And bingo, no effect on the RND function at all! So, the whole problem is eliminated using a single machine code instruction, LD, BC (SEED) that's only four bytes long.**

### FAST FOUR-WARD

*The four 'new' keywords work in the following way:*

**LIST**

**This command reads a header from tape and lists it on the screen. For example, LIST will display the start address and the length of a machine code block. And that should keep the hackers happy!**

**If you want to see how the first two commands work, try:**
**RANDOMIZE USR x: RUN 3100: SAVE "me" CODE x, 1845: LIST**

**RUN**

**This now changes the baud-rate. It must be followed by a number ranging from 1500 to 3500 inclusive, in steps of 200 (1500, 1700, 1900 and so on). The maximum baud-rate you can use all depends on your tape recorder. But most of you should be able to run at a minimum of 3100 baud — more than double the normal speed.**

**PRINT**

**This command lets you choose just how much info you want on screen. It should be followed by either a 0, 1 or 2.**
**0: Neither the baud-rate nor the names of the data blocks during LOAD/VERIFY are printed onto the screen i.e. zilch!**
**1: Only the names of the data blocks are printed.**
**2: Everything is printed.**

**INPUT**

**This is used in exactly the same way as PRINT. It deals with the message "Start tape, then..." and then waits for a key in the SAVE command. The values are used as follows:**
**0: The message isn't printed and you don't have to press a key.**
**1: The turboloader only waits for the key press.**
**2: As usual.**

**The turboloader is initially set to PRINT 2 and INPUT 2.**




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# FAST FORWARD

### TURBOLOADER

**Phew, look at all those data statements! But don't despair; it's not nearly as bad as it looks. The number in front of every hex-string is a checksum. So the loader program automatically checks every single byte you've typed in. And unless you've made a real pig's ear of it, your typing errors will be detected and the appropriate error message printed on the screen. Finally, save it and start speedin'.**

```
  10 REM     SPECTRUM TURBOLOADER
  20 REM
  30 REM (C) 1985 Esben Krag Han
sen
  40 REM
  50 DEF FN h(a$)=CODE a$-48-(7
AND a$>"9")
 100 INPUT "Start address:";star
t
 110 CLEAR start-1: LET start=PE
EK 23730+256*PEEK 23731+1
```

**Lines 10-110** Ask the user where to put the machine code and set RAMTOP right.

```
 120 PRINT AT 10,11;"WAIT 4 MIN.
"
 130 PRINT AT 8,6;"CREATING MACH
INE CODE"
 140 LET adr=start: RESTORE
```

**Lines 120-140** Sit back and relax message.

```
 150 FOR i=1 TO 15
 160 LET p=1: LET sum=0: READ ch
ecksum,d$
 170 PRINT AT 12,14;1845-adr+sta
rt;" "
 180 GO SUB 800
 190 IF fejl THEN  GO TO 250
 200 LET h$=a$: GO SUB 800
 210 IF fejl THEN  GO TO 600
 220 POKE adr,FN h(h$)*16+FN h(a
$)
 230 LET sum=sum+PEEK adr: LET a
dr=adr+1
 240 GO TO 170
 250 IF sum<>checksum THEN  GO T
O 600
 260 NEXT i
```

**Lines 150-260** Read the machine code into memory, checking it line by line.

```
 400 PRINT AT 12,0,,AT 8,4;"RELO
CATING"
 410 RESTORE 2000
 420 FOR i=1 TO 4
 430 LET sum=0
 440 READ checksum
 450 READ poke
 460 IF poke=-1 THEN  GO TO 520
 470 READ v
 480 LET sum=sum+poke+v
 490 POKE start+poke+1,INT ((sta
rt+v)/256)
 500 POKE start+poke,start+v-256
*PEEK (start+poke+1)
 510 GO TO 450
 520 IF sum<>checksum THEN  CLS
: PRINT "ERROR IN LINE ";1990+i*
10: STOP
 530 NEXT i
```

**Lines 400-530** Adjust the code so that it works wherever it's been loaded.

```
 540 CLS
 550 PRINT "RAMTOP max. :";start
-1''"SAVE M/C:"'"SAVE ""name""CO
DE ";start;",1845"''"CALL MACHIN
E CODE:"''"RANDOMIZE USR ";start
 560 STOP
```

**Lines 540-560** All done ... print info on how to load, save and run the code.

```
 600 CLS : PRINT "ERROR IN LINE
";i*10+990: STOP
```

**Line 600** Ooops, an error in the code lines.

```
 800 LET fejl=0
 810 IF p>LEN d$ THEN  LET fejl=
1: RETURN
 820 LET a$=d$(p): LET p=p+1
 830 IF a$>=" " THEN  RETURN
 840 GO TO 810
```

**Lines 800-840** Return the next hex character of machine code data.

```
1000 DATA 17954,"DFFE0D2847FE3A2
B02CF0BFD340D2A5D5CE5E72160EAE3F
EF5285DF5E5CDBDEAE1F1FEEE285FFEF
7CA17ECFEF0CA68EC0600FEF8286104F
EEF285C04FED6285704FED52852225D5
CFD350DE1CDB4EAED4B765CC93A2BF1F
E02C0C36E0D3A2BF1FE02C0CD6E0D115
0F0AFCD0A0CED4B27F1CD1B1A3E0DD7C
9CDF0EAFE03D266EC"
1010 DATA 14482,"322BF118D8CDF0E
AFE0330F1322CF1C9E7CD821CC3941E7
B3229F1E7CD8C1CCD30252B3D0111003
A29F1A728020E22F7D5DDE1060B3E201
21310FCDD3601FFCDF12B21F6FF0B090
330103A29F1A72003C3420678B1280A0
10A00DDE5E123EBEDB0DFFEE420473A2
9F1FE03CA8A1CE7CDB228CBF9300C210
0003A29F13D2816C3"
1020 DATA 14236,"7006C28A1CCD302
528182 37EDD770B237EDD770C23DD710
E3E01CB7128013CDD7700EBE7FE2920D
AE7EBC35DEDFEAA201C3A29F1FE03CA8
A1CE7DD360B00DD360C1B210040DD750
DDD740E1B4AFEAF204D3A29F1FE03CA8
A1CE7CD4B20200C3A29F1A7CA8A1CCDE
61C180FCD821CDFFE2C280C3A29F1A7C
A8A1CCDE61C1804E7"
1030 DATA 14257,"CD821CCD991EDD7
10BDD700CCD991EDD710DDD700E6069D
D360003C35DEDFECA2B07DD360E80C33
DED3A29F1A7C28A1CE7CD821CC334EDE
7CD821CCD991EC5CD2B2D016400CD2B2
DEF0538CD941EFE0F3834FE243030D60
FCB47202ACB27CB27213DF106004F09E
B212DF10608C51A134E23462302C110F
53A0BF03239F0C1ED"
1040 DATA 14298,"4327F1C3BDEACF0
9E7FE0D2806FE3A2B02CF0B111100DD2
116F1AF37CDBBEF30F23A16F1FE0430E
BCDB4EA3E02CD011611E6F0CD0A0C111
7F1060A1AFE203001AFD71310F63E0DD
73A16F1A72822FE03285D3E051150F0C
D0A0C3A24F1F5E61FC640D7F1CB77280
33E24D73E0DD71B4EED4B23F178E6C02
010C53E021150F0CD"
1050 DATA 14088,"0A0CC1CD1B1A3E0
DD73E061150F0CD0A0CED4B25F1C5CD2
AED3E071150F0CD0A0CC12A21F1A7ED4
2444DCD2AED180F3E031150F0CD0A0CE
D4B23F1CD2AED3E041150F0CD0A0CED4
B21F1CD2B2DCDE32D3E0DD7C9CD991ED
D710DDD700EDD3600002A595CED5B535
C37ED52DD750BDD740C2A4B5CED52DD7
50FDD7410EB3A29F1"
1060 DATA 15521,"A7CAFDEEE501110
0DD09CDBDEADDE5111100AF37CDBBEFD
DE130EF3A2BF1A7280CCDB4EA3EFECD0
116FD3652030E80DD7E00DDBEEF20020
EF6FE0430CD473A2BF1A778280B11E6F
0C5CD0A0CC1DDE5D121F0FF19060A7E3
C200379804F131ABE2320010C3A2BF1A
728021AD710EFCB792098 3A2BF1A7280
63E0DD7CDBDEAE1DD"
1070 DATA 15005,"7E00FE03280C3A2
9F13DCA31EEFE02CADEEEE5DD6EFADD6
6FBDD5E0BDD560C7CB5280EED5238272
808DD7E00FE03C20608E17CB52006DD6
E0DDD660EE5DDE13A29F1FE02372001A
73EFFCDBBEFD8C30608DD5E0BDD560CE
57CB5200613131 3EB180CDD6EFADD66F
BEB37ED5238091105001944 4DCD051FE
1DD7E00A7283D7CB5"
1080 DATA 14131,"28132B462B4E2B0
30303DD225F5CCDE819DD2A5F5C2A595
C2BDD4E0BDD460CC5030303DD7EFDF5C
D551623F177D12373237223E5DDE1373
EFF188FEB2A595C2BDD225F5CDD4E0BD
D460CC5CDE519C1E5C5CD5516DD2A5F5
C23DD4E0FDD461009224B5CDD660E7CE
6C0200ADD6E0D22425CFD360A00D1DDE
1373EFFC32AEEDD4E"
1090 DATA 15619,"0BDD460CC503F73
6B0EBD1E5E5DDE1373EFFCD2AEEE1ED5
B535CC3D208E53A2CF1A72B243D200A3
EFDCD0116CDDE151817CD6E0DCDBDEA3
E011150F0CD0A0CCDDE15CD6E0DCDBDE
ADDE5111100AFCD42EFDDE106327610F
DDD5E0BDD560C3EFFDDE1213F05E5218
01FCB7F280321980C0813DD2BF33E044
710FED3FEEE0F06A4"
1100 DATA 13690,"2D20F50525F258E
F062F10FED3FE3E0C063710FED3FE010
D3B086F18097AB3280BDD6E007CAD673
E023718176C18F579CB7810FE3004064
210FED3FE063E20EF05AF3CCB1520EB1
BDD2306313E7FDBFE1FD07A3C20C7063
B10FEC9140815F33E0FD3FE213F05E5D
BFE1FE620F6044FBFC0CD4BF030FA211
50410FE2B7CB520F9"
1110 DATA 14450,"CD47F030EB069CC
D47F030E43EC6B830E02420F106C9CD4
BF030D578FED430F4CD4BF0D079EE064
F260006B0181F082007300FDD7500180
FCB11ADC0791F4F131B07DD7E00ADC0D
D231B0B06B22E01CD47F0D03ECB88CB1
506B030F37CAD677AB320CB7CFE01C9C
D4BF0D03E16C3E9058054555 2424F4C4
F414420207F203139"
1120 DATA 9574,"383520454B482020
42415544BA2020535441525420544150
4520414E4420505245535320414E5920
4B45D95354415254204C494E45BA5354
41525420414444524553538A4C454E47
5448204F46204441544120424C4F434B
BA41525241592 04E414D45BA50524F47
52414D204C454E475448BA4C454E4754
48204F4620564152"
1130 DATA 10595,"4941424C4553BA0
D50524F4752414DBA0D4E554D4245522
04152524159BA0D434841524143544 55
2204152524159BA0D4259544553BA000
0000000000000000000000000000000D
C050000020278EF97EF9DEFABEF0BF02
CF034F04CF03B423E31B0B2CB16373D3
A2DB7B9D01532393528BDBFD4132E343
124C4C6D9122930 2C"
1140 DATA 5492,"1FCACCDD10252B2B
1BD1D3E20F21272417D7D9E60D1C221F
12DEE0EB0C181E1B0EE4E6EF0A131916
09EBEDF4090F151205F1F3FB07"
```

**Lines 1000-1140** Heaps of hex ... this is the machine code.

```
2000 DATA 33659,20,0,30,93,41,43
9,46,520,77,84,85,1739,94,1739,1
03,1520,111,1735,121,144,126,518
,129,1739,134,144,141,1740,153,1
737,168,1737,203,1737,231,1737,2
50,1737,299,765,306,1737,338,173
7,352,1737,372,1737,412,765,-1
2010 DATA 49152,423,733,426,1737
,437,724,481,1757,489,1741,505,1
451,508,1497,513,1735,516,93,536
,1718,541,1371,546,1718,553,84,5
61,1670,567,1719,585,1718,597,15
20,603,1732,626,1731,637,1520,65
2,1520,659,1733,663,714,668,1520
,675,1729,-1
2020 DATA 53122,683,714,690,1520
,697,1731,700,714,705,1520,712,1
729,766,1737,770,1181,779,93,789
,1371,796,1739,802,84,831,1739,8
38,1670,869,1739,883,1739,892,93
,903,1737,907,977,912,1150,960,1
737,971,1371,1148,970,1171,970,1
183,1740,-1
2030 DATA 56328,1205,93,1210,152
0,1222,93,1231,1250,1286,1272,13
94,1515,1409,1511,1416,1511,1431
,1515,1441,1515,1488,1511,1512,1
515,1741,1304,1743,1335,1745,134
1,1747,1355,1749,1451,1751,1484,
1753,1492,1755,1516,-1
```

**Lines 2000-2030** Relocation data to let the machine code be loaded in any position in memory.

This program is available on Digi'T'ape

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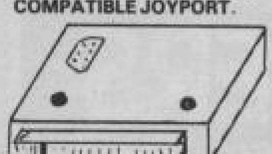
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■ Interface 1, Microdrive, VTX 5000, Dk keyboard, Dk lightpen — any offers? Rodney Tregale, 95 Howard Avenue, Slough SL2 1LB. Also software list to swop.

■ Have Spectrum+ black nylon dust cover. Will swop for Spectrum dust cover. Tel. (0271) 861024 and ask for Trevor.

■ Will sell ZX81 for £15 or will swop for *Elite*, *Nightshade*. All parts present but no manual. Edward Fowler, 4 Banks Crescent, Crieff, Perthshire PH7 3SR.

■ Currah MicroSpeech complete, £10.Wafadrive complete, £65. 11 Wafers, £21. Wanted — 16K or 48K Spectrum, Microdrive hardware and books. Peter Robinson, 496 Dunstable Road, Luton, Beds.

■ 48K Spectrum with joystick interface, Saga keyboard, lots of software, joystick. Sell for £100 ono or swop for Toshiba MSX. Any offers considered. Tel. (0349) 64134 after 6 pm and ask for Gavin.

■ Lerm Wafadrive transfer tapes and books plus nine various size formatted wafers — only £15. Tel. 01-593 2309 and ask for Pete.

■ Nine rolls of ZX Printer paper — £1.50 a roll inc. p&p. Tel. Doncaster 787694.

■ 48K Spectrum for sale. Kempston interface, joystick and dust cover £200. Tel. Bath 331588 and ask for Aaron.

■ For sale. ZX81 computer in great condition, with real keyboard, lots of games, utility programs, magazines and books. Real bargain at £30 ono. Tel. (04465) 4322 after 6 pm.

■ 48K Spectrum with professional keyboard, joystick and programmable interface, books, magazines and lots of assorted software — utilities, games, business etc. Includes carrying briefcase. Price £120 ono. Tel. (0603) 881012 after 6pm.

■ Sinclair B/W pocket TV, still boxed, vgc. Will swop for good joystick and interface or sell for £35 ono. A. Hill, 63 Harlow Moor Drive, Harrogate, N. Yorks HG2 0LE.

■ Swop Prism VTX 5000 Modem for Datel Electronics Digital Sound Sampler. Modem boxed, complete and with full instructions. Write to Helen, 29 Greenacres, Kirkby-in-Ashfield, Notts NG17 7GE.




## On the lookout for hip hardware, snazzy software or perky penpals? Your search is over — put your message in *YS* and get your name in the mag for *free!*

■ Spectrum+, 7 months old, £250 of software, joystick, interface, tape recorder worth £400+, sell for £165 for quick sale. Tel. (0858) 34603 and ask for Tim after 6pm.

■ Spectrum 48K, Saga keyboard, Interface 1, two microdrives, Alphacom Printer, plus bits and pieces. £160. Tel. (0747) 840715 after 6 pm.

■ Spectrum+, Interface 1, Kempston Interface, cassette player, 50 games. £140 ono. Tel. 021-449 8830. Can deliver anywhere. Will consider swopping for radio controlled buggy. Please ask for Baker after 6 pm.

■ Unwanted Christmas present — Prism VTX 5000 Modem, never used. RRP £60, asking price £40 ono. Tel. 01-947 7911 and ask for Ian after 4 pm.

■ For sale: 48K Spectrum with Dk'Tronics keyboard, Quickshot II, interface, lightpen, tape recorder, over £140 of games, all in working order £170 ono. Tel. (06267) 4099.

■ RGB Interface £15, Currah MicroSpeech £12, RAM Turbo joystick interface £10, Cheetah SpecDrum £20, all in very good working order. Write to G. Hope, 72 Picket Close, Fordingbridge, Hants SP6 1JY.

■ 48K Spectrum, over £1000 worth of games. 3 channel sound synthesiser, Kempston interface, Currah MicroSpeech, magazines, cassette carrying case. Sell for £220. Tel. (05402) 451 and ask for William.

■ Swop Currah MicroSpeech, *Dungeon Builder* and *Gift From The Gods* for any interface to back programs up on microdrive. Tel. (0475) 707518 between 6 and 7 pm and ask for Brian.

■ Prism VTX 5000 Modem, every issue of Telelink with binder, Melbourne House Micronet book, plus Spectrum software. First reasonable offer secures. Tel. John on (0742) 375418.

■ Dk'Tronics lightpen, original box and instructions. Excellent condition. Will sell for £15.Tel. Hunstanton 34205 and ask for Mark after 6 pm.

■ RAT remote control joystick plus interface. Unwanted gift. Retail price £20, sell for £15 ono. Write to Raymond Clifford, Gurteenatariff, Mitchelstown, Co. Cork, Eire.

■ Spectrum+, as new. Joystick, interface, datacorder, software, bargain £100 ono. Tel. (0782) 49944 after 4 pm.

# SOFTWARE

■ Lots of games to swop. I guarantee a reply to all letters. Send your list for mine. G.T. Jenkins, 1 Greenwood Road, Abersychan, Pontypool, Gwent NP4 8QA.

■ Swop *Tasword II*, *Finders Keepers*, *Jet Set Willy* and others for *Atic Atac*, *Sherlock*, *Ghostbusters*, *Terrormolinos* etc. Write to James Fitzpatrick, 70 Prebend Gardens, Stamford Brook, London W6 0XU.

■ Many new titles to swop. Rely on a fast reply if your list is interesting. Write to Fredrik Bergstrom, Tranvagen 6, 433 62 Partille, Sweden.

■ Will swop *Brian Jacks* and *The Arc Of Yesod* for *Winter Games* and *Cosmic Wartoad* or *Nomad*. Must be original games. Phone 091-489 1931 and ask for Steven Robinson.

■ Latest Spectrum titles. Over 500 games to swop. Send your list for mine. Reply every time. Write to Daren Stevens, 8 Windmill Road, Southwick, Brighton BN4 4RP.

■ Will swop any four of *Swords And Sorcery*, *Hurg*, *Witches Cauldron*, *Dambusters*, *Tower Of Despair*, *Glass*, *Cylon Attack* for *Quill* and *Illustrator*. Call David on (0602) 653563 after 6 pm.

■ Swop *Skool Daze*, *Trashman*, *Jungle Fever* for every Karate game or *Tapper*, *Minder* or *Skips*. Tel. Chester 45408 and ask for Robert.

■ Swop complete *Machine Code Tutor* for *Art Studio*. Tel. (0827) 60148 after 5 pm and ask for Simon.

■ Hundreds of games to swop. Titles include *Baseball*, *Chiller*, *Monty*, *Basketball*, *Daley*, *Finders Keepers* etc. Write to Erik van Buul, Fazantlaan 12, 5731 XT, Mierlo, Holland.

■ I have a lot of games to swop with anyone, anywhere in the world. Send your list for mine — guaranteed reply. I speak English and French. Francois Bernardi, Residence des Graviers, Batiment 1Q, 94190 Villeneuve Saint Georges, France.

■ Will swop any from *Robot Riot*, *Atic Atac*, *Lunar Jetman*, *Flight Simulation*, *Bugaboo*, *Kong*, *Zzoom*, *Spectrum Safari* for almost anything. Send your offer to R. Fowler, 85 Buchanan Crescent, Sheffield S5 8AH.

■ Will swop *Shadow Of The Unicorn* and *Wriggler* for *Quill* or *Deus Ex Machina*. Tel. (0232) 615470 and ask for Rory.

■ Lots of software to swop.Send your list for mine. Some of the newer games I have are *Rambo*, *Commando*, *Starion*, *Gyron*, *Elite* and *Beach Head II*. Dan Nielsen, Tornskadevaenget 4, 5210 Odense NV, Denmark.

■ Swop *Skyfox*, *Ping Pong*, *Scooby Doo* for other titles. Write to Matthew Taylor, 131 Elmbridge Avenue, Surbiton, Surrey KT5 9HE.

■ Will swop *Impossible Mission* and *Raid Over Moscow* for *Tapper*, *Shadowfire* or *Dam Busters*. Mark Norris, 50 Craigie Way, Ayr, Scotland.

■ Will swop *Frankie* and *A. Mole* for *The Artist*. Also *Tasword II* and *Winter Sports* for *Minder*, and *Bruce Lee* for *Hyper Sports*. Tel. (0270) 812037 and ask for Lee.

■ Swop *Everyone's A Wally* for *Champions*, *Spy Hunter*, *Herberts Dummy Run* or *Sam Stoat Safe Breaker*. Write to Paul Phillips, 142 Bloomfield Road, Bristol BS4 3RA.

■ Swop *Booty*, *Steve Davis Snooker*, *Beach Head*, *Decathlon*, *Sabre Wulf*, *Jet Set Willy*, *Nicotine Nightmare*, *Nebula* for *The Artist*. John Adams, 74 Clapham Road, Anfield, Liverpool L4 2TQ.

■ Will swop *Starion*, *Exploding Fist*, *Daley Thompson Decathlon* for *Commando* and *Ghostbusters*. Write to Liam Casey, 20 Burlington Road, Ballsbridge, Dublin, Ireland. Send your list for mine.

■ Swop *Fighter Pilot*, *Dukes Of Hazzard*, *TLL*, *Wanted*, *Steve Davis Snooker*, *Daley Thompson Supertest*, *Back Gammon*. Tel. Terry on 01-575 8371.

# ●BOOK YOUR FREE AD HERE

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MAGAZINE HEALTH WARNING:
Think before you snip — most people use a photocopy instead.

**YS5**

## INPUT · OUTPUT

■ Will swop *Penetrator, Automania, Wheelie, Psytron, Blade Alley, Fall Guy, Starstrike, Blagger, Blue Thunder* all for *Wham! Music Box* or *Megabasic*. Tejram Dyal, 43 Nigel Road, Peckham, London SE15 4NP.
■ Will swop *Mini Office, Cylon Attack, Regards To Broad Street* for *Blockbusters, Bridge Player, FGTH, Elite, Dun Darach* or *WHY*. Tel. Dave on (0438) 69447.
■ Swop *McGuigans Boxing, Shadowfire, Doomdarks Revenge, Raid Over Moscow* for *Spy Vs. Spy, Dun Darach, Tir Na Nog, Fairlight* or any other offers. Tel. Glenn on 01-428 2668 after 5 pm.
■ Latest Spectrum titles to swop. Over 600 titles — your list for mine. Rely on a reply. Write to Gary Ogden, 2 Alder Grove, Highfields, Stafford ST17 9SW.
■ Swop *White Lightning*, used twice, for *Currah Speech* that is less than a year old. Must be in good condition. Jonathan Cole, 2 Aldeburgh Way, Springfield, Chelmsford, Essex CM1 5PD.
■ 350 games to swop. *Fairlight, Exploding Fist, Commando* and many more. Send your list for mine. Eyal Misrahi, Mani 4, Jerusalem 94325, Israel.
■ Many titles to swop including *Sweevo's World, Roller Coaster* etc. Send your list for mine. Michael Simms, 28 Jenned Road, Arnold, Nottingham NG5 8FT.
■ Wanted. *Ghostbusters* for ZX Spectrum 48K. Will swop for *Chess, Dimension Destructors* and *Chequered Flat*. Tel. 01-570 3676 between 4 and 6 pm.
■ Over 50 tapes to swop including *Eureka, Frankie, Minder, Tir Na Nog, Dun Darach, Mini Office, Quill, Skool Daze, Midnight* and *Doomdark*. Especially want adventures. Tel. (0623) 550800 after 5 pm.
■ Swop *Rally Driver, Broad Street, Raid Over Moscow, Dun Darach, Cylon Attack* for *Zaxxon, River Raid, Sherlock, Vegas, Glass*. Write to Colin Harman, 333 Redcliff Walk, Chalkhill, Wembley, Middlesex.
■ Lots of software to swop including *Hobbit, JSW, Skool Daze, Bugsy*. Tel. Paul on Reading 597964.
■ Swop *Zaxxon, Bruce Lee, Pole Position*. Send your list for mine. Write to William Lunney, 22 Trossachs Street, Maryhill, Glasgow G20 7DR.
■ Swop *Kentilla* and *Doomsday Castle* for *Wizards Lair* or *Starstrike*. Write to Ian Gardner, 1 Speeding Drive, Hartlepool, County Cleveland TS24 9QE.
■ Swop *White Lightning, Betabasic, Supercode II* plus various games and utilities for m/c, graphics, utility programs, books or games. Your list for mine. Send sae to J. Taylor, 91 Wentworth Avenue, Boscombe, Dorset BH5 2EH.
■ Swop many top games including *Knightlore, Underwurlde, Dambusters, Shadowfire*. Send me your lists. Graham Munro, 24 Glendee Road, Renfrew, Scotland PA4 0AD.
■ Will swop *Match Day, Daley's Decathlon* and *Formula 1 Simulator* for *Elite* only. Tel. (0342) 24005 after school hours and ask for Stuart.
■ Swop *Pyjamarama, Softaid, Atic Atac, Great Space Race, Ork Island, Stonkers* and *The Exterminator* for *Underwurlde, Spy Vs. Spy, Herbert's Dummy Run* and *Fairlight*. Tel. Dronfield 413898 and ask for Andy.
■ Wanted. *Spy Vs. Spy* for *Beau Jolly Six Pack* worth £14.95. Also will swop *Las Vegas Lady* for *Tapper, Spy Hunter* or *Skool Daze*. Tel. (0274) 672134 and ask for Simon.
■ Software to swop. Lots of new titles. Send your list for mine. Rely on a reply. Write to Scott Miller, 6 Countess Gardens, Crieff, Perthshire PH7 3DP.
■ Wanted — *The Quill* and *Illustrator*. Will swop *Wotef, FGTH, Alien 8, Spy Vs. Spy* and *Skool Daze*. Tel. Lee on (0703) 435551.
■ Will swop *Scuba Dive, Forth, J.B.'s Squash, Pogo, Maziacs, Voice Chess, Starion*. Tel. (0203) 384046 and ask for Andrew.
■ Software to swop. *Commando, Fairlight, Saboteur, Monty, JSW II, Roller Coaster, Robin* and lots of others. Send details of swops. Brian Holland, 1A Hulme Hall Road, Cheadle Hulme, Stockport, Cheshire SK8 6JT.
■ Over 340 Spectrum games to swop. Send your list for mine. Write to Ricky Strachan, 18 Marlborough Road, Southall, Middlesex UB2 5LW.
■ I have 40 titles to offer including *Fairlight* and *Dark Star*. Also have Quickshot II joystick, Kempston Interface and ZX Printer. I want a Softrom but ring anyway. Tel. 01-485 5302.
■ I would like to swop *Daley Thompson's Super Test, Cyclone, Survival, Make-A-Chip* for *Wham! Music Box*. Write to Ben Kirkham, 9 Saxon Road, Westgate, Kent CT8 8RS.
■ Will swop 40 games for ZX Printer. If interested write to 23 Kilton Place, Pitsmoor, Sheffield S3 9LW for details.
■ Swop *Brian Jack's Superstar Challenge* or *Saboteur* for *Way Of The Exploding Fist* or *Yie Ar Kung Fu*. Chris Wood, 4 Winchelsea Street, Dover, Kent CT17 9ST.
■ Swop *Nightshade* and *Swords And Sorcery* for *Elite*. Must be in good condition. Tel. (0446) 732151 after 6 pm and ask for Paul.

## MESSAGES, CLUBS & EVENTS

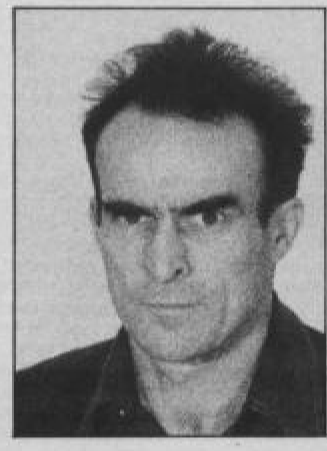
■ TR Beta disc user would like to contact others to swop ideas/progs. C. Young, Northolme, North Street, Theale, Reading, Berks RG7 5EX.
■ Do you live around Thanet? Thanet Co-op Computer Club meets twice a month at the Co-op Hypermarket. Tel. (0843) 221845 any weekday except Monday for details. Ask for Mike Tew.
■ Issue 1 of Speccy Stuff. Loads of tips, reviews and hardware news. Send 30p and a stamp to Speccy Stuff, 1 Gracious Street, Whittlesey, Peterborough.
■ Arcade and adventure fans. Would you like a program that keeps a record of your scores and games. Then write to me with your requirements plus sae. Bryan Whitby, 16 Mansefield Road, Kingsley, Warrington, Cheshire.
■ Want POKEs and tips absolutely free? Then write to me and send sae. Guaranteed reply and instant return. J. Riddell, 8 Manor Road, Salisbury, Wiltshire.
■ Straight swop. Wafadrive (with programs), Centronics and RS232 cables. Wanted, Interface 1 with microdrives and cartridges. Tel. (0592) 890176 any evening between 9pm and 11pm.
■ Could someone please tell me where I can buy *System 15000* in the Manchester area. I've tried Smiths but they don't stock it! Please help. Adam Linnik, 15 Reid Close, Haughton Green, Denton, Manchester.
■ Block Busters II is finished (Hurrah). How do you like your Atari, Nick? Mr Brooke, get a Speccy. Hi to Just, Marcus, Mathy and all at Holt Park Middle School. Philip Eden, 98 Moseley Wood Gardens, LS16 7HU.
■ Hello to Moo!, Omar, Curly, Graham, Sid, Willy, B.P., Bunti, Bule, David, D.G., Katy, Hippy, Member, Ricky G., Jonny W., Ben, Mr F., Mr Damage, Greg from Jon. J. Meller, Crowden House, Cranbrook School, Cranbrook, Kent.
■ Any Speccy users with TR Beta-Plus interface want to exchange hints, tips and other general info. on the DOS with me? Please contact David Millan, 48 Fairlight Avenue, London E4 6PA.
■ Urgent — Help! *Valkyrie 17* — can't get into village. Any ideas? Tel. (0634) 683327.
■ Sigmund — lost your address. Code for access 7611009 is 7A43B. Hurry up, please. Sergio Trigo.
■ Complete set of *YS* magazines. No AA poster. Cash offers please to K. Gardner, 32 Moorsfield, Moors Farm Est., Tyne and Wear DH4 5PF.
■ Printer, small cassette and monitor or disk drive wanted. Swop £300 mobile hi-fi unit with tape, radio, stereo and built-in amplifier. Swop button phone for light pen. Software swops wanted. Tel. (0205) 60252.
■ If you own a 48K Spectrum and enjoy dabbling in hardware and interfacing, get in touch to swop ideas and circuit diagrams. Simon Butt, 21 Tram Road, Buckley, Clwyd, North Wales.
■ Is there a Speccy User Club in Bracknell? If not, anyone interested in starting one? Answers please on the back of an old fiver. Tel. Nic on Bracknell 52094.
■ Wanted — Mirage Microdriver. Must be as new. Will swop for over £150 worth of software including *Rambo, Skool Daze, Impossible Mission, Deathstar, Interceptor, Hunchback II, Chimera, Beach Head* and more. Tel. Bolton 63955.
■ Belgian Computer Club is looking for contacts with other clubs and users. Write to RAM Micro-Computer Club, c/o Colin O'Brien, 8 Rue De La Baronne, 6521 Arquennes, Belgium.
■ Wanted: Female companion to share Cobra Mk III spacecraft (must be humanoid). I'm dangerous!? On my way to *Elite*. Lots of CR's, docking computers, military laser, extended cargo bay, know how to get into witchspace, lost my ECM system due to Thargoid invasion ship (encountered in witchspace). Maybe we can get together sometime. I know this great little planet ... Commander Bytor.
■ A big "Howdy" to Jacqui, Alan, Steve, Ed, Tex Ritter, Yogi and Hank B West. All the best from Vic. Gaby Hayes Lives!
■ Hiya Andre! Betcha never thought you'd get your name in *YS* again. I think I've got it! No, nothing serious. See you soon. Yours Hercum, Prat of the North.

## WANTED

■ Saga 1 Emperor keyboard — will swop *Atic Atac, Hunchback II, Football Manager, Cookie, Flight Sim*. All five for keyboard in good condition. Colm McGrath, 11 Dromlee Crescent, Beaumont, Dublin 9, Ireland.
■ Digital Sound Sampler (Datel Electronics) wanted. Will give good price for one in Manchester area. Tel. 061-432 3441 after 6 pm and ask for Steve.
■ Microdrive and Interface 1. Will pay up to £60. Must be able to see hardware before purchase. Write to Shane Mitchell, 25 Westroyd Crescent, Windhill, Shipley, Yorkshire BD18 1HW.
■ Wanted: Seikosha GP50 printer in good condition. Choose 50 games from my list of 500. Many new programs. Write to Omer Tekcan, Eendenstraat 25, Venlo, The Netherlands.
■ Wanted: Interface 1 and microdrive. Will swop for £120 worth of software, including *Nightshade*. Alphacom 32, will swop for £370 worth of software including *Starion* and *Cauldron*. All must be in good condition. Neil Christie, 72 West Road, Fraserburgh, Aberdeenshire, Scotland.
■ AMX Mouse and interface wanted. Have issues 1-21 of *Your Spectrum* plus loads of software. Possible cash adjustment. Also any business software wanted. G. Hockney, 25 Salisbury Road, Seaford, East Sussex BN25 2DB.
■ Wanted — issues 3, 6, 7, 8, 9, 10 of *YS*. Will pay reasonable price. Also sell Currah MicroSpeech and Cheetah RAT £12 each. Both under 2 weeks old. Tel. (0757) 701387 and ask for Charlie.
■ Wanted — Sinclair QL, will pay £100 or I will exchange my 48K Spectrum with Kempston joystick, books, magazines, games etc. Tel. 01-518 0865 and ask for Stuart.
■ Wanted — ZX81 computer with or without 16K RAM pack in working condition. Jason Wong, 384 Ripple Road, Barking, Essex.
■ Wanted — Microdriver, Brother HR5 or MI009 or Epson LX80 or FX range with paper, *Art Studio, Spy Vs. Spy, Sherlock, Macadam Bumper*. Have lots of Speccy software, £250+ including *White Lightning, Hampstead, Winter Games, Endurance, Winter Sports*, £35 of books. Alex McKerrell, 22 Millar Street, New Elgin, Elgin, Moray, Scotland.
■ Wanted — light pen and interface with software. Will swop for games such as *Fist, Spellbound, Juggernaut, Match Day* etc. Tel. (0252) 20394 and ask for David after 4 pm.
■ Original of *Frank Bruno's Boxing*. Will swop *Back To Skool, Starion, Gyroscope*, etc. Write to Patrick Wellington, 2 Beech Road, St Austell, Cornwall.
■ Wanted — Currah MicroSpeech. Will swop for Dk'Tronics light pen, *Monty Is Innocent, Trashman, Bugaboo* and *Formula 1 Simulator*. Tel. (0244) 42236 and ask for Brett.
■ Swop any one of *Chequered Flag, Cookie, Pssst, Jet Pac, Hungry Horace* for *Zip* on tape and *Picturesque Assembler* for *Picturesque Monitor*. Write to Colin Devitt, Jerusalem, Carlow, Co. Carlow, Eire.
■ I need a microdrive and Interface 1, must work and preferably under guarantee. Will give £220 worth of software. Tel. (0749) 72423 after 6 pm and ask for Matthew.
■ Wanted — Gilsoft's *Illustrator*. Swop for *Tasword II*. Write to Steve Lodey, 5 Felix Road, Felixstowe, Suffolk. Also wanted, *Return To Eden*, will swop for *System 15000* or *Hampstead*.
■ Wanted — light pen or *Art Studio*. Will swop my Currah MicroSpeech for either. Tel. (0272) 697353.
■ ZX Printer or *Betabasic* wanted for Dk'Tronics light pen. Tel. Carl on (0792) 891578 after 5 pm.
■ Wanted urgently! *The Patch* by Gilsoft. Also *Laser Basic* and *Laser Compiler* by Ocean. Will swop for recent software. Tel. (0203) 313604 after 4.30 pm.
■ Wanted — ZX Printer or microdrive. Will swop for games. I have most new titles (*Elite, Commando, Saboteur, Roller Coaster* and many more). Tel. 01-998 7421 and ask for Edwin.
■ Swop *Tau Ceti* and *Endurance* for *Elite* with Lenslok or swop for *Arnhem* or *Automata 10 Pack* with *Nudgeit* on. Write to Beverley Smith, 20 Pinewood Ave, Flanshaw Park, Wakefield, Yorks.
■ Swop Microface 1 Centronics printer interface and driver software for ZX or Alphacom or Floyd 40 printer. Write to A. Cooper, 267 Braehead Estate, Alexandria, Dumbartonshire G83 9NE.
■ Wanted: Jupiter Ace, Pets, Commodores, Vics, any Micro born before 1982. Must be working. Will buy for best proposal. Carlos Pereira, Apartado 5057, 1702 Lisboa Codex, Portugal.
■ *Quill*. Will swop for software such as *FGTH, WS Baseball, Avalon* etc. Tel. (0865) 778189 and ask for Keith.
■ Hardware, games, microdrive cartridges, books, anything. Please write to M.C. Whiffen, 14 Rivey Way, Linton, Cambridge.
■ Wanted: *The Quill* and manual. Will swop for any two from *Daley's Decathlon, Southern Belle, Games Maker* and *Match Day*. Tel. Gerrards Cross 884434 after 5 pm and ask for Dominic.

## PEN PALS

■ 14-year old male looking for male of similar age to swop games, hints and tips in England and USA. Send sae. Patrick McLoughlin, 190 Mangitara Road, Beachhaven, Auckland 10, New Zealand.
■ Needed! Preferably Canadian female penpal, 17+ for wacky, isolated, pacifist, JMJ fan for general discussion of world topics including Speccy software and Tolkien fantasy. Write at own risk! Enclose photo! Orlando Grumblwidz, 6 Douglas Crescent, Viewpark, Uddingston, Glasgow, Scotland G71 5JW.
■ Penpals wanted from anywhere, any sex, 16+. Especially if you know any POKEs or hints. I'm also interested in photography and music. Paul Barton, 38 Minard Road, Glasgow G41 2HW.
■ Penpal 15-17 wanted, either male or female. I'm 16 and like sports, computers and music. Swop hints and games. Write to Christian di Blasi, Cond. La Playa, Via Giovanni XXIII, Patti (Messina) Sicily.
■ Lonely male, blue eyes, brown hair, 5'9", seeks female penpal (15+). Hobbies include swimming and walking. Write to Robert Towner, 5 Wherretts Well Lane, Solihull, West Midlands B91 2SD. If possible, please include photo.
■ I am a 16-year old Speccy owner and I would like a male or female penpal to swop hints etc. Write to Redmond O'Leary, 14 Beech Park Drive, Foxrock, Dublin 18, Ireland. All letters replied to.
■ Male or female penpal wanted, 14-16 living outside UK. Interested in arcade adventues. Swop games and tips. I am 14 and my favourite game is *Fairlight*. Mark Fairley, 84 Hendy Road, Mold, Clwyd, N. Wales.
■ Penpal wanted. I'm 18 and love music, sport, girls and computers. Girls under 19 please reply, I will answer all letters. Robert Hugoh, Jarnvagsgatan 22, 595 00 Mjolby, Sweden.
■ Hi! 12-year old boy seeks female of same age to swop computer games, hints and tips. If possible, please enclose photo. David James, 22 Percival Gardens, Chadwell Heath, Romford, Essex RM6 5RJ.
■ Female penpal wanted, 16+. I love arcade games, hacking, map drawing, loud music and bodybuilding. Send photo and letter to Craig Elliott, 2 Sefton Avenue, Heaton, Newcastle upon Tyne, NE6 5QR.
■ Female penpal wanted (16+) to swop programs, POKEs and anything else with 19-year old male into Howard Jones. Write to Steve, 50 Criterion Street, Reddish, Stockport SK5 6RY. Photo if possible.
■ Penpal wanted to swop software etc. I have over 500 titles. Send your list for mine. Kenny McCubbin, 59 Dalry Road, Saltcoats, Ayrshire, Scotland KA21 6LE.
■ Very sad, lonely Spectrumer seeks female penpal aged 13-14 with some experience of computing. Please hurry, my Spectrum is driving me crazy. M. Fossett, Nelson House, Royal Hospital School, Holbrook, Ipswich IP9 2RX.
■ I'm 18 and would like a young lady penpal of similar age to swop games, utilities, hints, music etc. Please write to Adrian Ward, The Shiralee, Harnham Lane, Withington, Glocs.
■ Penpal wanted. Must loathe adventures but wish to swop other software. Age 17 or near. Write to Jon Meller, Crowden House, Cranbrook School, Cranbrook, Kent TN17 3JJ.
■ 16-year old introverted, lonely, intelligent teenager seeks female (same age) as a penpal to write to on a variety of topics. Seth Thomas, Blaengwaith, Noah House, Princes Gate, Narberth, Dyfed SA67 8TQ.
■ Female penpal wanted aged 17+. Interested in swopping games and hints and anything else. Paul Riggs, 5 The Oaks, Hemyock, Devon EX15 3XE.
■ Penpals wanted to swop software, POKEs, programs etc. Male or female 15+. Send software list for mine. Must have some knowledge of M/code. All letters guaranteed a reply. Neil Christie, 72 West Road, Fraserburgh, Aberdeenshire, Scotland.
■ 16-year old male wants 15-17-year old, good looking female with sense of humour. Interests are pop music and Spectrum computers. Write to Glynn Robbins, Beech House, Wanlockhead, Biggar, Lanarkshire, Scotland.
■ Hi! All Speccy users. I'm 17 and own loads of games to swop. I like micros, music, synths and games. All letters answered. Steve Rupik, 208 Buchanan Road, Parson Cross, Sheffield S5 8AS.
■ I'm 16 and would like a female penpal 16+. Beginner in Basic and would like tips and POKEs for the Spectrum. Write to Richard Sadler, 2 Shrawley Road, Northfield, Birmingham B31 3EG.



# BACKLASH

**Iolo Davidson hits out at the same old software.**

Maybe I'm not the best person to judge, not being a convicted arcade addict, but isn't it all getting a bit sameish? It seems that whenever any slight innovation in gamesware appears (and I can't actually remember the last time it happened), it's instantly submerged in a flood of me-too's and sequels, and even sequels of me-too's.

Floods of rubbish are one thing. We don't expect all that much from the producers of entertainment products like television and pop music, so why lean on the computer games people? What I object to are floods of high priced identical rubbish.

> Some of today's rubbish is actually very well programmed.

Some of today's rubbish is actually very well programmed. People have done marvellous tricks with Spectrum software. Consider that the machine is now nearly four years old, with what are pretty restrictive limitations on graphics and sound, and then look at what the competition has to offer in the way of software. Most of their best stuff was available first on the Spectrum. Often it hasn't improved in translation.

But that isn't the point, terrific graphics against all odds don't make up for an appalling lack of new ideas. Of course, we've always had the *Pac-Man* clones and the like, imitations of the cut-down coin-op arcade games, but we used to get plenty of weird and wonderful one-offs as well.

Back in the days when the standard price of a Spectrum game was a fiver, lots of firms would risk bringing out something a bit zany and hope it'd sell.

Now that top flight games cost at least a tenner, no one seems willing to try out a theme unless some other company has already had a success with it.

Maybe there just aren't any new ideas. The people I talk to always claim to be searching for people with ideas and not finding them. I don't think that's the trouble though. I think that really new ideas look wrong to established publishers. They think to themselves (without really noticing what they're thinking), "That can't be a very good idea. It isn't anything like any of the successful games already on the market."

The trouble with this imitative cycle is that truly new ideas are chucked out as unlikely to succeed, while old ideas with a minor twist are accepted as marvellous innovations. This didn't bother me too much when the trend was for *Jet Set Willy* clones. I quite liked that particular genre. It was still good fun even after adding 3D graphics and moveable objects and changing the background to jungles or castles. But the time always comes when the cloning shifts to a new scenario, and if the new lot are not to your taste, then too bad.

Recently we've been going through a particularly bad patch. The charts have been dominated by a series of games based upon the ancient oriental arts of punching and kicking. Also the more domestic art of just punching. The fact that so many of these games have found a willing market is particularly disappointing to me. Not merely because they're all the same, but because the basic idea is nasty and uncivilised.

There's already been a certain amount of outcry about the zap-the-invader type of computer game, but I find these less disturbing than games in which you try to kick another human being. Blowing slimey aliens out of the air is not only very obviously a fantasy pastime, but it seems to be to be a reasonably moral act, especially when (as is usual) it's performed in defence of one's home planet. Kicking human beings, however, is immoral, illegal, and not a little dangerous.

Now, I don't want you to think that I am one of those people who's against the portrayal of violence in the media. What I abhor is the lack of realism.

People learn a great deal about the world through television and the movies, and I expect that might apply to computer games too. Specially as the graphics and presentation improve. Or at least, games can reinforce impressions taken from other media. We ought to be presented, therefore, with truthful pictures especially when we're given so little choice in the subject matter as we are with software.

Have you ever noticed how the A-Team spray thousands of bullets around the set without ever hitting anybody? Or how Mr. T seems able to knock people through walls without so much as bloodying their noses? Dangerous and deadly assaults are portrayed as knockabout fun. This is an extremely misleading distortion of reality, and if we accept it, even subconsciously, it could damage the way we look at the real world. In the same way, a game that allows us to beat the daylights out of a computerised opponent with no more penalty than an aching joystick wrist is bound to warp our ids.

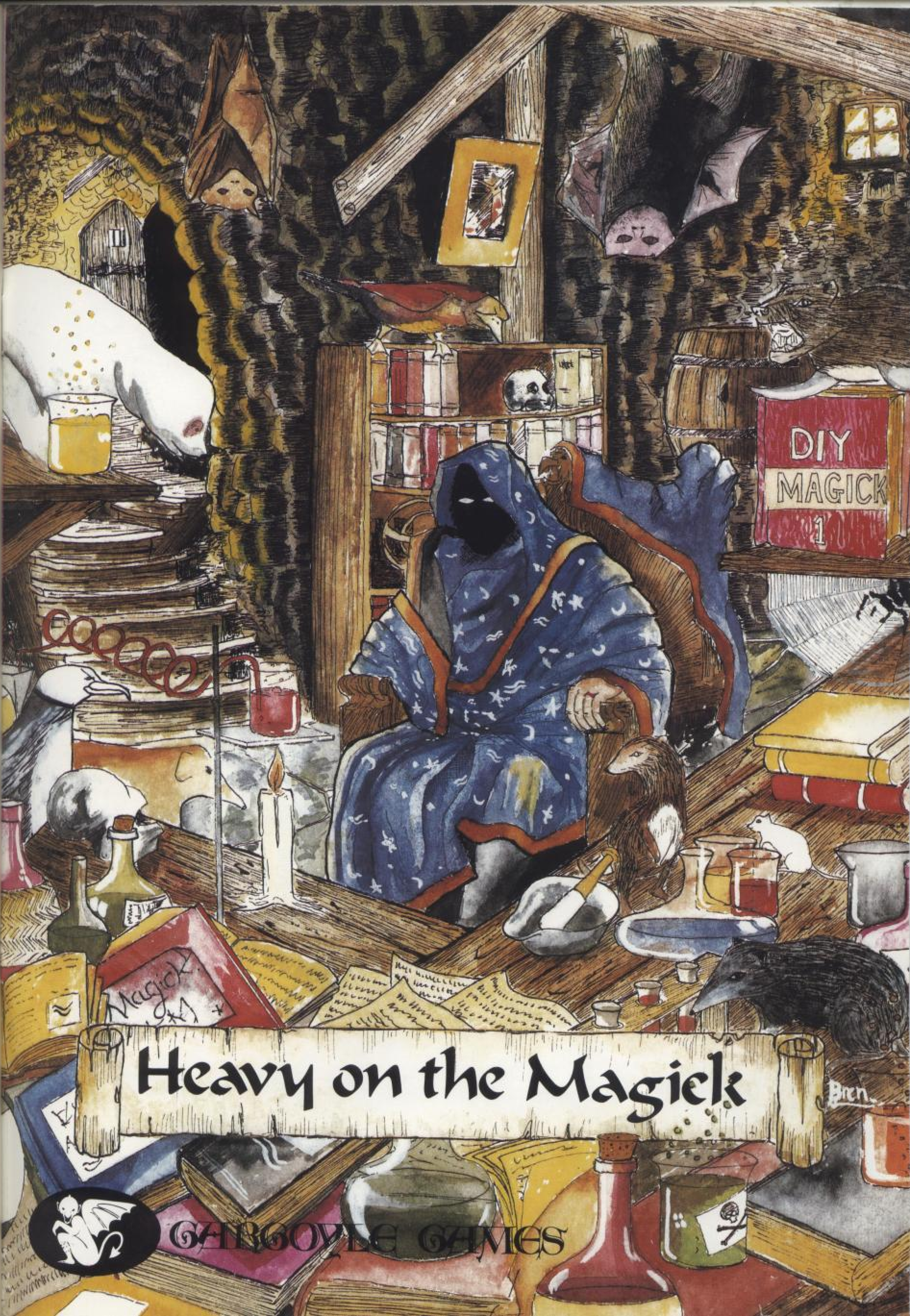
> 'I've been both punched and shot (in the head, if you *must* know)'

Naturally, it's not my own subconscious that I'm worried about, but that of the young. I've been both punched and shot (in the head, if you *must* know), and the way I look at reality is not likely to be confused on these points by a mere computer game. But young people with little experience of genuine violence might end up with the idea that it's exciting, rather than painful and debilitating. Ridiculous, I know, but that's how the subject is constantly presented to them. Since it's probably impossible to eliminate violence in the real world, I think it would be wrong to purge it from the TV screen or other media. But I have an idea that could encourage an intelligent attitude towards violent acts. It's a revolutionary new idea and just the kind of innovation that the arcade software business has been crying out for.

I propose that the next Kung-Fu game clone is issued with a special pack of add-on hardware. When the little man on the screen kicks the 34th Dan, or whoever, in the groin, the player gets to see the victim's lungs spray out of his ears while simulated blood seeps from the back of the television set all over Mum's carpet. Then, if he misses blocking the opponent's return blow, the joystick shoots out on its telescopic shaft and breaks his nose.

I call this technique '3D Violence' and I reckon it's the newest idea to hit the software scene this month (without being so different as to lose its way in the marketplace of course — musn't try to buck the established trends). The only problem is, it's bound to put up the cost of the game. But I think it'd be worth it, for the kids' sake, don't you?

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